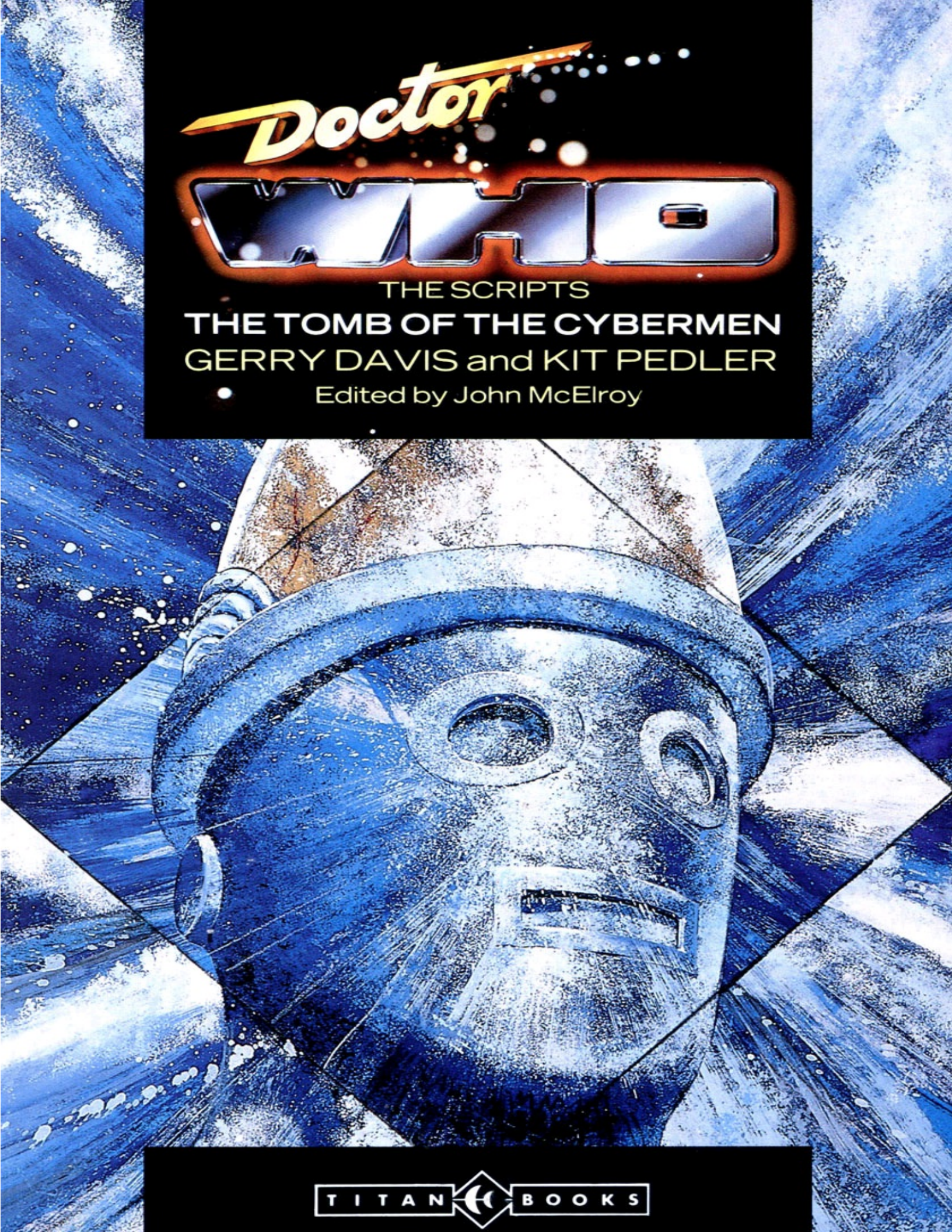




Doctor WHO

THE SCRIPTS

THE TOMB OF THE CYBERMEN

GERRY DAVIS and KIT PEDLER

Edited by John McElroy

SLUMBERING EVIL...

An archaeological expedition to a forgotten planet. A race of silver giants, frozen for centuries in an underground tomb... the Cybermen! Into the midst of this, unwittingly steps the Doctor and his two companions, Jamie and Victoria.

Read for the first time the complete script of this classic Doctor Who story, together with full cast list, production notes and an exciting look behind the scenes with writer Gerry Davis and script writer Victor Pemberton.

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INTRODUCTION

The first *Doctor Who* Script Book, *The Tribe of Gum*, has proved very popular both with long-term fans of the programme as well as with more recent devotees, many of whom weren't even born when *The Tribe of Gum* was first transmitted.

In the first book, I invited people to write in with their opinions and suggestions for future books. Many people have done so and, although it has not been possible to answer every letter, we have taken note of each and every idea submitted.

Several ideas have not been possible to implement. A common request was for photographs from the relevant story to be included in each book. This would be impractical for several reasons. Firstly, the additional cost of printing photographs and making clearance payments to the artistes in them would increase considerably the cost of each book and, secondly, there are simply not enough photographs in existence from many of the early black and white stories. This being the case, we would inevitably be forced to publish the scripts of stories from which sufficient photographs existed, rather than using the far more important criterion of choosing the best scripts.

Another common suggestion was for us to include camera directions and lighting directions. We have carefully considered this but we feel that, if we were to include these as well as the scene descriptions, the resulting text would become very hard to read. As publishers we are bound to consider both the casual reader, as well as the committed fan, when making these decisions.

Many people have asked how we go about choosing which scripts we will publish. *The Tribe of Gum* was an obvious choice since it was the very first story. The book that you are reading, *The Tomb of the Cybermen*, was chosen because tragically it no longer exists in the BBC's archives, and because it is thought by many to be one of the all-time great *Doctor Who* stories. A lot of readers assumed that, since we had started at the very beginning, we would continue to publish the stories in the order in which they were transmitted. Again, this was deemed impracticable. It would mean that people who are interested in the more recent stories would have to wait years before any of them were published. It is our intention to publish scripts from all of the Doctor's incarnations, although there will probably be a bias towards older stories.

When the format of the Script Books was first devised, it was agreed that we should use the actual transmitted version. As I have already said, *The Tomb of the Cybermen* is one of the 'lost' stories, of which the BBC no longer has a copy on videotape. Fortunately the BBC's script library does keep a copy of each and every *Doctor Who* script, but this is very often not a *verbatim* account of what was actually said on screen. Most often it is the 'Camera' script, which is the final version of the script that is used while recording takes place. Some actors, however, I frequently deliver the gist of their lines rather than exactly what is printed in the script. Patrick Troughton, who played the Second Doctor, admitted on several occasions that he had a reputation for doing just this, to the delight of viewers who benefited from a delivery which came more from the heart rather than from the scripted page, but often to the frustration of other actors who were left waiting for a particular cue word that never came!

I have had access to an audio tape of *Tomb of the Cybermen*, which has ensured that the actual dialogue used in the Script Book is accurate, but I have had to rely on the combined memories of several *Doctor Who* 'experts', when giving details of several non-verbal scenes. Inevitably, after some twenty-three years, there are slight differences in the way that certain scenes are remembered but I believe that we have got as close as possible to a completely accurate reconstruction of this

memorable story.

For some years, the BBC has been trying to track down all of the ‘lost’ episodes of *Doctor Who*. They have had some success with this but, at the time of writing, they are still on the look-out for some 114 episodes. Reels of film have been found in cupboards at the BBC, in Church halls, and even at a car boot sale! Indeed, it is possible that someone reading this book has an almost-forgotten film-can gathering dust in their attic, that might contain another ‘long-lost classic’: if so, please let us know. We will arrange for it to be returned to the BBC, so that, one day, it might be viewed again by a wider audience.

As some of you may know, consecutive episodes of any *Doctor Who* story have always featured an overlap, in the form of a reprise of the previous episode’s last moments, leading up to the traditional ‘cliff-hanger’ ending. In the earliest days of the programme, when episodes were recorded live, this meant that the actors physically repeated the reprise at the start of each episode. After a while, however, once recording techniques had advanced enough to allow easier editing of episodes, this practice gradually ceased and the already-recorded episode end was simply added to the beginning of the next. Such was the case when *Tomb of the Cybermen* was recorded. However, despite the fact that this means a repetition at the start of episodes two, three and four, which it could be argued tends to break up the narrative of the story, I am strongly in favour of leaving them in. In doing so, each chapter remains an accurate and complete record of a particular episode. If you have any strong views on this practice, either in favour or against, then please let us know.

In doing research for this book, Gerry Davis very kindly consented to being interviewed at his home in Venice, California. The interview took place shortly before Christmas 1988. I am indebted to Gerry for his kind hospitality and, indeed, for sharing memories of his association with the world of *Doctor Who*. We have decided not to include a complete interview in this book, but have liberally used Gerry’s comments throughout the Background section.

John McElroy, July 1989.

BACKGROUND

During the first three years of *Doctor Who* until 1965 the Daleks reigned supreme as the monsters viewers most loved to hate, capturing the imagination of both young and old alike. Despite several attempts to duplicate this success with such creatures as the Voord, the Zarbi and the Mechanoids, nothing came close. Nothing, that is, until the very last William Hartnell story, *The Tenth Planet*, which was to introduce the only serious challenger to the Daleks' crown - the Cybermen.

The end of the fourth season of *Doctor Who* broadcasts saw the last Dalek story for some time. Their creator, Terry Nation, had withdrawn the rights so that he could try to interest one of the American TV networks in a series featuring the 'animated pepper pots', as the Daleks were once dubbed. Despite initial interest, sadly nothing came of this.

Meanwhile, the new *Doctor Who* production team, producer Peter Bryant and Script Editor Victor Pemberton, looked towards another era of monsters with whom the Doctor might do battle. Since the Daleks were no longer available, the Cybermen were the obvious choice.

The first Cyberman story, *The Tenth Planet*, shown previously in October 1966, had caused a renewed burst of popularity for *Doctor Who* and had reversed the trend of the programme's dwindling audience figures. The story had been an unqualified success, and in a move still unusual for the series, an enemy returned after just three stories, in *The Moonbase*. This story increased the popularity of the programme and the cybernetic creatures still further, and there was to be a gap of only three more stories before they reappeared, in *The Tomb of the Cybermen*.

For writers Davis and Pedler *The Tomb of the Cybermen* was a departure from the style they had used for their first two Cybermen stories. *The Tenth Planet* idea had grown from the theme of astronauts becoming marooned in space. *The Moonbase* grew from the slightly more futuristic idea of weather control by a gravity machine on the Moon. *The Tomb of the Cybermen*, however, had no basis in factual science and took the team into a new genre, one where they felt they would be freer to use their imaginations.

The original concept for the story was that, for an unspecified reason (following a presumably calamitous defeat), the Cybermen had retreated to their Tomb. As master logicians, however, they had predicted and prepared for this eventuality, and their 'secret weapon' was that they could be reactivated at some time in the future. As Gerry Davis recounts, 'We had them more or less frozen behind membranes, curled up in foetal positions, rather like bees in a honeycomb... gradually breaking out.' He and Pedler also had in mind a series of endless tunnels again rather like a honeycomb, with a main control room above.

Although Davis and Pedler had not given too much thought as to precisely why, in the first place, the Cybermen had retired to the Tombs, their main idea for this story was that there had been laid a trap, designated to operate only after beings of a certain level of intelligence located the entrance to the Tombs. As Gerry Davis describes, 'At the time, there was a lot of interest in Erich Von Daniken investigating where spacemen could have landed. The idea was that spacemen in prehistory had perhaps left clues which we would find out about when we had advanced to a sufficient stage. This was basically the idea behind the Tombs. They only got inside because of their knowledge - primitive people could not get in. The Cybermen could then use the intelligent people. That was the theme, the trap...'

The team did not attempt to fit the story into any strict, overall chronology of the Cybermen. They felt that the less told about any subject the easier it would be to write about in the future. Gerry Davis

still believes this, 'I loathe and detest people who produce these elaborate histories. As a writer you have to memorise this but it's gobbledegook. Yes, *Doctor Who*'s evolved, but if you write for *Doctor Who* you're restricted. My idea is to have a Doctor whom nobody knows... where he came from etc. You have a blank sheet of paper.'

Although Gerry Davis is best known nowadays as a writer, he had previously tried his hand at acting, and he has frequently called on this experience to shape his writing. While in Montreal playing the part of the evil Jonathan in *Arsenic and Old Lace*, he had decided that when Jonathan appeared from behind some curtains it should be sudden, rather than a slow appearance. This proved very popular with the audiences, who gasped at this point in every performance. Davis kept this in mind while writing *The Tomb of the Cybermen* and this shock appearance is used to best effect at the end of episode one in the weapons testing room when the first figure of a Cyberman appears.

As with their previous collaborations, Pedler and Davis wrote stories that required few sets. Gerry Davis explains, 'One of the things I always used to do in plotting out *Doctor Who* was to utilise the money in one, large set. I am a great believer in the unity of drama. You can get the drama in one set and people get used to it, then suddenly you can produce the surprise! Always jumping into something fresh doesn't pay off in that type of drama.' Davis liked claustrophobic stories and, because of the 'hidden menace' aspect, the Cybermen never came on in the first episode.

The energies which they brought to bear on their scripting passed under the direction of the *Doctor Who* Script Editor, Victor Pemberton, who recalls that he had little trouble with the writing team of Gerry Davis and Kit Pedler. He describes the two as 'a marvelous duo... Kit was a great technical expert and Gerry the dramatist.' In their several meetings together, Victor Pemberton's main input was to emphasize the sinister, spooky aspect of the story, particularly the Cybermen's Tomb itself. He imagined the Tombs to be a variation on the Pharaoh's tomb, but with transparent fronts rather than solid stone. For Pemberton this story 'had all the elements of a creepy *Doctor Who* story... a story with everything leading on from one thing to another'.

The Tomb of the Cybermen also saw the introduction of the Cybermats. This was for two reasons. Davis and Pedler thought that the Cybermen should have some ancillary means of defence and that, as well, the Cybermats themselves might be a good marketing idea. The success of the Daleks in the area of merchandising had not been lost on the writers, who, of course, stood to reap the benefits of any such exploitation. Little interest was shown in this direction, though the Cybermats still appeared in two further stories.

As for the Cybermen themselves, Davis and Pedler did not see them as essentially evil. As Gerry Davis explains, 'That was our belief, that most evil is done by people who act out of logic, without ethics, without tempering it. There's nothing more dangerous, nothing more ruthless, than the person who acts for the best motives. A cold, clinical sort of way of approaching things. There are very few people who set out to do bad in this world. Hitler justified himself all the way in a very loud voice. He was righting the wrongs.'

The Tomb of the Cybermen proved to be one of the most talked about stories of its time, particularly the controversy surrounding the foam which issued from dying Cybermen. Many viewers found this repugnant, labelling it too shocking for a children's programme. Others valued the way it revealed a residual, almost human frailty remaining beneath the Cybermen's mechanical exteriors. The story's dark and moody sets, superb direction and the menacing Cybermen all came together to provide a story worthy of the label 'classic'.

Location filming for *Tomb* took place in the summer of 1967 at the Gerrard's Cross gravel quarry in

Hertfordshire. Sequences shot there were of the exterior of the Cyber City in episode one. Filming also took place at the Ealing Film Studios for the Tombs themselves. All the scenes of the Cybermen being revived were filmed there, enabling the Director to reverse the film when the Cybermen are revived and then frozen again, in episode two. The Tombs' lower cells were then rebuilt in the television studio, to allow video-taping of the rest of the story.

Some of the Cybermats were radio controlled, which gave endless fun for the production crew in the studio except when, during recording, the electronics in the television studio caused interference and the Cybermats shot off in totally unexpected directions!

Recording took place on Saturday 1st, 15th, 22nd July 1967 all in Studio D Lime Grove. Recording for each episode started at 20.30 and finished at 21.45.

Although video tape editing techniques were by no means in their infancy by 1967, the episodes were still recorded in scene order, with as few breaks as possible. In episode two and three there is only one break, for the actors to reposition themselves. In episode four the breaks total six in all, mainly for repositioning of shots.

No music was specially composed for the story, all of it coming from stock music for films and television. In *The Tenth Planet* the orchestral track *Space Adventure*, by Martin Slavin, had been used as the 'Cyber-theme'. This was also used in *The Moonbase* and again in *The Tomb of the Cybermen*. Other more electronic stock tracks were also used.

The sets were as follows:

Film (on location)

Cyber City Exterior/Doorway

Film (at Ealing)

Tomb cells, full set

Videotape (Studio)

TARDIS interior

Cyber Main Control Room

Recharging Room

Testing Room.

Tomb Passage

Tomb cells, lower part

Ladder area from Tombs to Control Room

CAST

MAIN CAST

The Doctor	
Patrick Troughton	
Jamie McCrimmon	
Frazer Hines	
Victoria Waterfield	
Deborah Watling	
Toberman	
Roy Stewart	
Professor Parry	
Aubrey Richards	
John Viner	
Cyril Shaps (Episodes 1,2)	
Jim Callum	
Clive Merrison (Episodes 1,3,4)	
Kaftan	
Shirley Cooklin*	
Captain Hopper	
George Roubicek	
Eric Klieg	
George Pastell	
Ted Rogers	
Alan Johns (Episode 1)	
Peter Haydon	
Bernard Holley (Episodes 1,2)	
Cyberman Controller	
Michael Kilgarriff (Episodes 2,3,4)	

SUPPORTING CAST

Crewman	
Ray Grover (Episode 1)	
Man in Bio-Projector	
Frankie Dunn (Episodes 1,4)	
Cybermen	
Hans De Vries (Episodes 2,3,4)	
Tony Harwood (Episodes 2,3,4)	
John Hogan (Episodes 2,3,4)	
Richard Kerley (Episodes 2,3,4)	
Ronald Lee (Episodes 2,3,4)	
Charles Pemberton (Episodes 2,3,4)	
Kenneth Seeger (Episodes 2,3,4)	
Reg Whitehead (Episodes 2,3,4)	

Cyberman Voices

Peter Hawkins (Episodes 2,3,4)

* Shirley Cooklin was the producer Peter Bryant's wife.

TECHNICAL DETAILS

Story Code: MM

Story Title: The Tomb of The Cybermen

Authors: Kit Pedler and Gerry Davis

Number of Episodes: Four

Episode One

Duration 23'58"

Recorded 1st July 1967

Transmitted 2nd September 1967, at 17:49:41

Episode Two

Duration 24'44"

Recorded 8th July 1967

Transmitted 9th September 1967, at 17:50:08

Episode Three

Duration 24'14"

Recorded 15th July 1967

Transmitted 16th September 1967, at 17:50:00

Episode Four

Duration 23'22"

Recorded 22nd July 1967

Transmitted 23rd September 1967, at 17:50:00

Note that the practice of giving individual episodes onscreen titles, rather than giving overall story titles, had been discontinued by the time that this story was made (The *Gunfighters*, in 1966, being the last story to feature them).

This story was never repeated in the UK and, sadly, does not exist in the BBC archives.

PRODUCTION

Producer	
Peter Bryant	
Director	
Morris Barry	
Designer	
Martin Johnson	
Script Editor	
Victor Pemberton	
Production Assistant	
Snowy Lidiard White	
Assistant	
Pat Harrington	
Assistant Floor Managers	
Catherine Sykes(Episodes 1,2,3)	Sue Willis (Episode 4)
Floor Assistant	
Bob Hains	
Vision Mixer	
Ian Easterbrook	
Visual Effects	
Michealjohn Harris	Peter Day
Costume Supervisors	
Sandra Reid (Episodes 1 & 2)	Dorothea Wallace (Episodes 3 & 4)
Make-Up Supervisor	
Gillian James	
T.M.1	
Graham Sothcott	
T.M.2	
Ray Hider	
Sound Supervisor	
Brian Hiles	
Grams. Operator	
Laurie Taylor	
Film Cameraman	
Peter Hamilton	
Film Editor	
Aman Martin	
Crew	
Number Eighteen Crew	
Title Music by	
Ron Grainer	
Title Music realised by	
Delia Derbyshire	

EPISODE ONE

1. The TARDIS Control Room.

the doctor: There we are... well, what do you think?

victoria: I don't know... I can't believe it... it's so big. Where are we?

the doctor: Well, it's the TARDIS. It's my home. At least it has been for a considerable number of years.

victoria: What are all these knobs?

doctor: What these? Instruments.

(the doctor demonstrates, and the TARDIS' power hum starts up.)

jamie: These are for controlling our flight.

victoria: Flight?

jamie: Well yes. You see we travel around in here, through Time and Space.

(victoria laughs.)

the doctor: Oh, no, no, no, no. Don't laugh, it's true. Your father and Maxtible were working on the same problem but I have... er... perfected a... a rather special model... which enables me to travel through the universe of Time.

victoria: How can you... I mean... if what you say is true, you must be... er, well... how old?

the doctor: Well if we count in Earth terms, I suppose I must be about four hundred... yes about 450 years old. Yes... well... quite...

(the doctor tries to change the subject.)

Now, I think that Victoria might find that dress a little impracticable if she's going to join us in our adventures. Jamie, show her where she can find some new ones, will you?

jamie: Aye, right. This way Victoria.

(As jamie is about to show victoria out of the control room, the doctor begins the take-off procedure. jamie pauses and goes back over to the doctor.)

jamie: Try to give us a smooth take-off, Doctor. We don't want to frighten her.

the doctor: A smooth take-off? A smooth take-off! What a nerve!

(The TARDIS dematerialises.)

2. The Planet Telos.

(The head of a man can be seen peering over the top of a group of rocks. From behind him, hidden from view, comes a shout.)

parry: Hey! Toberman - get that big head down.

(toberman does not react.)

What's the matter with you - have you gone mad?

(toberman has been looking over the top of a cliff. He starts to descend towards the rest of the group. He is a giant of a man.)

viner: The fool! Doesn't he realise the danger he's in? It's nothing to laugh at - none of us knows what's going to happen when we press that thing - especially in this rarefied atmosphere.

parry: All right, Viner, no need to get excited.

(He turns to a dark-haired, Middle-Eastern woman, who speaks with an almost aristocratic air.)

Can't you keep your servant under control?

kaftan: If I wish, I can.

hopper: Hurry it up will you, Rogers. I don't know what you think you're going to find anyway.

parry: According to the map reference, that should be the entrance to the city of Telos.

hopper: I hope you're right 'cos I want to get out of here.

krieg: Let me remind you, Mr. Hopper, that you are being more than well paid for your part in this expedition.

(rogers and another crewman appear.)

hopper: Oh, big deal.

rogers: Sorry, we had to make it a pretty big one.

(The group moves off up the hill and crouches down behind a rock.)

parry: All right let's get on with it - we've wasted enough time... Stand by. Everybody down.

(There is an explosion and the cliff-face disintegrates. As the rock fall subsides, the group stands up and moves forward.)

hopper: Well, there you go - you blast yourself one lump of rock and all you've got's another.

(More rocks fall aside.)

rogers: No, wait a minute. Look!

(As the dust settles, a pair of metallic doors can be seen, either side of

which is a crude representation of the full figure of a Cyberman!)

hopper: Man, you just blew yourself a pair of doors.

(They all clap and cheer.)

parry: Well, come on. What are we waiting for?

(The group starts climbing up the cliff-side towards the doors. As they reach them, kaftan steps forward and turns to address the group.)

kaftan: Fifty pounds for the first man to open the doors.

parry: Miss Kaftan, I must remind you that I am the leader of...

(As he talks, a crewman comes forward to open the doors and, as he grasps them, he falls to the ground, electrocuted. There is a moment's pause, and then the group rushes forward.)

krieg: What happened?

parry: I don't know.

(hopper feels the stricken man's heart for signs of life.)

hopper: Well, one thing for sure. He's not going to collect fifty pounds, from you or anybody else!

krieg: Quiet. Quiet a minute!

(The familiar sound of the TARDIS materialisation can be heard somewhere nearby.)

kaftan: What's that?

haydon: Sounded like an engine.

(Pause.)

viner: Something came down over there - behind that rock.

(hopper rises, drawing a gun.)

hopper: Okay, Viner, slow down. I'll take care of this.

(They all scatter. hopper shouts to callum.)

Jim!

callum: O.K. I got it.

(callum draws his gun. rogers, callum, hopper and haydon all crouch down either side of a cleft in the rock. the doctor, victoria and jamie approach. As they get close, hopper rises from his hiding position.)

hopper: Hold it right there, friend.

(the doctor raises his hands.)

the doctor: If you put it like that, I certainly will.

viner: Did you hear that, Professor? English!

parry: Yes. All right, Hopper.

the doctor: Thank you.

parry: Who are you and where do you come from?

hopper: And you'd better have a good story.

jamie: Maybe you'll not get one.

hopper: Listen fellow, we're not playing games.

viner: You'd better listen to him.

(the doctor *spots the dead crewman.*)

the doctor: Now what's been happening over here?

krieg: He was killed the moment you made your appearance.

the doctor: Ah, and you think we did it. Oh no. I can assure you we had nothing to do with the death of this man. He appears to have been... electrocuted.

(the doctor *looks at the large metal doors.*)

Trying to open these doors, perhaps?

rogers: He seems to know all the answers.

hopper: A wise guy.

viner: I think this fellow must be a member of a rival expedition.

the doctor: Expedition?

parry: We've tried to keep it secret - unsuccessfully, it now appears.

viner: Look at him. Archaeologist written all over him.

(the doctor *smiles and looks down at his clothes.*)

the doctor: Really, does it show?

viner: There - you see. It's impossible to keep a secret in the scientific world.

victoria: Doctor, what do you mean...

jamie: Tell 'em Doctor. Go on, tell them.

the doctor: No, not until they tell us the purpose of their expedition.

parry: This is an archaeological expedition. We are searching the Universe for the last remains of the Cybermen.

jamie: Cybermen? You mean to say they came from here?

parry: But of course. Telos was their home.

(He *points to the doors.*)

This is the entrance to their city.

viner: We know they died out many centuries ago. What we don't know is *why* they died out.

(hopper, callum and rogers have been bending over the body of the dead crew-member. hopper comes up to parry.)

hopper: Callum, Rogers!

callum: Yeah?

(hopper points to the body.)

hopper: Take him back to the rocket. I'll be with you in a minute.

callum: Yeah, OK.

hopper: Well that's that. Are you coming back to the rocket with me, Professor?

parry: What for?

hopper: You're not going on with this are you? Look I don't know if these people had anything to do with it or not, but one of my men has just been killed. You're not paying that kind of money.

parry: Yes, I suppose that's quite true.

hopper: Well, you think it over.

(He looks at the crew-members.)

Come on. Let's go.

(callum and rogers pick up the body of the dead crew-member and walk away with hopper.)

We'll wait for you back at the ship.

(parry nods. the doctor goes up to examine the doors.)

the doctor: The problem, I take it, is to open these doors - right?

krieg: Hah... brilliant!

parry: That is the problem.

krieg: And we would prefer it if you returned to wherever you came from.

jamie: Oh, not very friendly are they, Doctor?

victoria: Yes, do as he says.

the doctor: I'm afraid that became impossible the moment that name was mentioned.

victoria: What name?

the doctor: Cybermen!

victoria: Cybermen? What are they?

viner: I knew they were here on the same quest.

parry: No one would come here for any other reason.

the doctor: We must stay.

jamie: Oh, Doctor!

victoria: Oh, must we?

(She points to one of the Cyberman motifs over the door.)

I don't like the look of those things at all.

the doctor: We shall stay and help you with your search.

klieg: Perhaps we don't want your help.

the doctor: That's just it - you so obviously do. Now I am sure we can agree. I can open those doors for you.

klieg: This is *our* problem... and I suggest you take this ridiculous expedition of yours off this planet!

jamie: It seems to me we have as much right here as you have.

parry: Of course you have. Mr. Klieg, must I remind you again that you do not speak for this expedition. I am its leader. You and Miss Kaftan are only here on sufferance.

klieg: Thank you! And whose money is paying for the hire of that rocket?

kaftan: Mine.

parry: I thought I made it quite clear that your financial support did not entitle you to a say in the running of this expedition.

(parry and klieg glare at each other. kaftan, who has been sitting in the background with the huge toberman standing behind her, now rises and comes forward.)

kaftan: Of course - it was quite clear.

(She turns to klieg.)

Was it not Eric?

(klieg looks at her and recovers himself.)

klieg: Of course - no one questions your leadership.

the doctor: Ah good, that's all settled! And now we shall open these doors.

(He takes out a small pocket instrument with a dial. It clicks magnetically onto the door handle. He studies the dial then, with a sly grin, deliberately grasps the handle.)

parry: Well, careful man!

haydon: Hey! Look out!

victoria: Doctor!

(the doctor *pauses, enjoying the sensation he is causing.*)

the doctor: It's perfectly safe now.

(*He grips the handles and exerts his strength on the doors. They do not budge.*)

viner: You'll be killed, man.

(*He timidly puts a hand out to drag the doctor away.*)

haydon: No! Don't touch him.

(*viner withdraws his hand. the doctor heaves at the doors. They remain set fast. He pauses for breath.*)

the doctor: I'm afraid it's beyond my strength.

(*jamie steps forward.*)

jamie: Let me, Doctor.

the doctor: Certainly Jamie.

(*the doctor smiles and steps aside. jamie takes the handle, and squares his shoulders. He heaves; nothing happens. He heaves again, the strain showing on his face. He realises that he cannot shift the door.*)

jamie: Aye, well I've not had much exercise lately.

the doctor: Quite, I think here...

(*He indicates toberman.*)

... is a gentleman who could open these doors for us.

kaftan: He is my servant. I will not have him risk his life.

parry: Surely it was just for such a contingency as this that you insisted we bring him with us?

(*kaftan stiffens, glaring at parry.*)

the doctor: Oh, there is no danger now. Unless of course he is afraid?

(*toberman steps forward, looking menacing.*)

No, no, he's not afraid.

(*the doctor stands aside from the doors. toberman grasps the handle and exerts all his strength. For a moment nothing happens. Then the doors start to swing outwards. toberman stands back. the doctor looks frightened and stands further away. Particles of dust fall away from the doors, which grate heavily as they open. the doctor peers into the gloom.*)

krieg: Come on.

the doctor: No. Wait, wait... I would be very careful in there, if I were you.

haydon: Well why wasn't Toberman killed? Why weren't you killed?

the doctor: The poor fellow who died drained all the electricity out through his body. It's perfectly safe to go in there now.

krieg: Come on then, we're wasting time.

(krieg starts for the open door. kaftan takes krieg's arm, and indicates parry.)

Of course... after you, Professor.

(parry leads the way, followed by viner, excitedly polishing his glasses, and haydon, kaftan, krieg and toberman.)

the doctor: But I'd... I'd still... I'd still be very careful if I were you. Very careful indeed.

(He whispers to victoria).

Come on, let's go and join them.

(the doctor and jamie move forward, but victoria hangs back, looking frightened. the doctor turns to her.)

Come on Victoria!

(She doesn't move and the doctor walks up to her. In an attempt to overcome her fears, he deliberately changes the subject.)

You look very nice in that dress, Victoria.

victoria: Thank you. Don't you think it's a bit er...

the doctor: A bit short? Oh, I shouldn't worry about that - look at Jamie's!

jamie: Hey! I'll have you know...

(the doctor winks at jamie who catches on.)

... Oh, aye.

(victoria slowly breaks into a smile at this.)

the doctor: Come along, come along. Let's go and see what the others are doing shall we? Come along.

(As they enter, jamie and the doctor hold out their hands to victoria. She stays behind, and the two men grasp each other's hands. As soon as they realise what they have done, they both release their hold, with some embarrassment.)

3. Telos Control Room.

(On the right-hand side of the room is a bank of levers. Above them is a huge circular screen, divided into forty segments, each containing three symbols. An arrow head, fixed to the screen points upwards. On either side of the screen, there are two similar, but much smaller screens. One contains a matrix of binary digits, and the other, on the left-hand side, contains Roman numerals. Opposite this, on the far side of the room is a small set of open steps, leading to a sort of hatch, which also has an arrow symbol attached to it. The hatch is firmly closed. Around the room are further Cyberman motifs similar to the one on the door of the tomb, although these are of just the head of a Cyberman. In the centre of the room is a circular table, which has four stools around it. On each stool, and on each corresponding segment of the table there is the same motif. There is dust everywhere and an air of decay. parry, viner and haydon are inspecting the control panel.)

victoria: Mercy! Just look at this place.

parry: These controls are of their earlier dynasties.

haydon: Not so very early, by the look of it. Look, John, it's...

viner: Yes, I'm quite capable of making my own deductions, thank you.

haydon: All right.

(The three men examine the control board and the symbol-filled screens. klieg, kaftan and toberman stand on the furthest side away from the control panel.)

klieg: Be careful. There might be danger in there.

kaftan: Don't worry - with Toberman to guard me.

(She lowers her voice and looks behind her.)

What is more important is to keep an eye on these strangers.

klieg: I tried to get rid of them.

kaftan: Don't raise your voice, you will achieve nothing by shouting. You look after the Doctor and I will watch the girl.

klieg: And the Scots boy?

kaftan: Leave him to Toberman.

(She smiles at toberman.)

Eh, Toberman?

(toberman smiles and clenches his huge hands as if round Jamie's neck.)

But you will be careful and discreet. Understand?

toberman: I understand.

(As the three of them join the others by the code machine, the doctor, jamie and victoria enter.)

jamie: Did ye ever see the like of it Doctor?

the doctor: Not exactly, Jamie, but very nearly.

(the doctor starts examining the wall. He knocks slightly and listens, then examines it closely with a magnifying glass. He goes over and repeats his actions on the other side of the room.)

parry: Now that we're all here..

(He realises that not everyone is paying attention.)

Ahem! Now that we're all here, I think we'd better take stock of the situation. This appears to be a dead end. The only way out appears to be through that hatch.

(He goes over to the hatch.)

kaftan: Are there no doors?

parry: No, apart from the entrance..

the doctor: And the other two, of course.

viner: Two other doors?

(the doctor points to a door immediately to the right of the control panel and, to another on the opposite side.)

the doctor: Oh yes. One in that section, and one in that section over there. Activated, I imagine, by this simple logical system here. Here we are... er... I think.

(He pulls one lever half way down, then two more all the way.)

Yes, yes, a simple logical gate!

(The door on the right side of the control slides away. the doctor performs the same sequence which opens the left-hand door.)

krieg: Doctor, you seem to be very familiar with this place.

the doctor: Oh no, not really. It's all based on symbolic logic. The same as you use in computers. The opening mechanism for this door - an 'OR-gate', you call it.

krieg: Yes, yes I can see that, but how did you know in the first place?

(krieg approaches the doctor, accusation in his eyes.)

the doctor: Oh, I used my own special technique.

krieg: Oh really, Doctor... and may we know what that is?

the doctor: Keeping my eyes open and my mouth shut.

(haydon laughs and even kaftan smiles.)

parry: We are far too many to explore together. I think we'd better divide up. If you, Mr Viner, would take that door with... er...

(He looks at jamie.)

jamie: Jamie.

parry: Jamie and Mr. Haydon, Mr. Klieg, the Doctor and myself will make up the other party.

victoria: What about us?

parry: I think the women had better remain here.

victoria: Oh rubbish! We can make a party.

kaftan: Certainly. With Toberman to guard us, we need fear no one.

parry: Right. Mr. Klieg, would you take them along with you?

klieg: I'd prefer to stay here.

parry: As you wish. Mr. Viner, will you go along with the women?

viner: If you like.

parry: But get back to the spacecraft by 16.30. You all know the temperature-drop at night, so we'll meet back here at 15.25. If anyone is missing, that will give us an hour to look for them before we have to leave.

(viner turns to the two women.)

viner: Come on then, we might as well try that opening over there.

(He leads them off to the left.)

kaftan: We'd better keep close together.

(She offers her hand to victoria, who is nervous of kaftan. victoria smiles and shakes her head.)

victoria: I'm all right, thank you.

(They leave with viner and toberman.)

haydon: Come on, Jamie.

jamie: Right.

(They exit. parry goes over to the hatch.)

parry: Now to concentrate on this - whatever it is. This hatch must lead somewhere and there must be some opening mechanism. What was that about symbolic logic? Any ideas?

the doctor: No, not really. I think it's about time we gave Mr. Klieg a chance to show off his archaeological skills. I love to see the experts at work, don't you?

4. The Recharging Room

(Again the walls are metallic, with alternate matt and shiny stripes. On one side of the room is a huge, sarcophagus-like object. Its hinged lid is open and, inside, is the hollowed-out form of a Cyberman. From the top there emerge enormous cables leading to a machine covered in heavy studs, with two projector-like protuberances near its top, both trained on the sarcophagus. viner enters, followed by kaftan and victoria.)

viner:

Come on - right in.

(He looks around.)

Where is Toberman?

kaftan:

I sent him to join the others. We do not need any other protection now that you are with us.

(She smiles at him and takes his arm. viner moves back.)

viner:

Yes... well, shall we commence?

(He takes out a notebook and pencil.)

Everything must be carefully measured and recorded.

victoria:

What is this room?

viner:

I don't know. Possibly, this is where the Cybermen are made.

(victoria goes over to the machine and touches it.)

victoria:

I wonder what this is?

viner:

Do you mind? You're getting in my way. Just go over there, will you?

(He waves a hand towards the centre of the room. victoria obeys and goes over to the sarcophagus.)

victoria:

Oh, fiddle!

(kaftan has moved over to the wall and is inspecting the machinery.)

kaftan:

Could this not be the purpose of the room?

viner:

Yes?

kaftan:

A Cyberman would stand in that form and be, well... revitalised.

viner:

Yes. That's reasonable.

(He points to the projector-like apparatus.)

These projectors were probably made to fire in some sort of neuro-electric potential. Yes that's it, I think you're right.

(victoria is now standing in the empty form of the Cyberman.)

victoria:

Revitalising is just what I need. Oh mercy! The Cybermen must have been

giants!

(viner sees what victoria is doing and quickly goes over to her.)

viner: Will you please be careful? The first rule of archaeological work is that *nothing* must be touched until it has been described and recorded!

(He turns away and victoria pulls a face at his back. She runs her hand round the inside of the sarcophagus. kaftan looks around furtively, making sure that no one is watching her. She finds what looks like the power switch, and looking over at victoria, presses it down. kaftan waits expectantly, but nothing happens. She registers angry disappointment.)

5. The Testing Room.

(At one end of the room are a pair of tightly closed doors.)

jamie: You know - it's just struck me. All the corridors in here are as light as day, yet there are no windows!

haydon: Alpha-meson phosphor.

jamie: Eh?

haydon: It's a lighting system that never goes out. Works by letting cosmic rays bombard a layer of barium on a...

jamie: Oh aye that, yeah.

haydon: Point is... what is this room used for?

jamie (oov): Possibly for raising caterpillars.

haydon: Eh?

jamie: Like this one.

(He rises into view holding a Cybermat in his hand. It is metallic, silver, and about a foot long, with a segmented tail. It has two eyes and a pair of antennae. It appears to be totally inert.)

haydon: For heaven's sake watch out, until we know what it is!

jamie: Och, it's as dead as a stone.

6. The Control Room.

(klieg is operating some of the levers below the code machine. parry is watching over his shoulder. the doctor is over by the hatch, examining it. toberman enters and stealthily slips past to the exterior doors, unnoticed.)

parry: Well?

(Klieg points to the two small screens, either side of the central display.)

klieg: Well, the basis of this code is binary to digital conversion with an intervening step involving a sort of a Whitehead logic. When this Fourier series is complete, then there is no more to be done.

(He points again to the Roman numerals.)

the doctor: Yes, but why do it at all?

parry: Really Doctor, for an archaeologist you seem to be curiously lacking in curiosity.

the doctor: Some things are better left undone - and I have a feeling that this is one of them.

klieg: What do you mean by that?

the doctor: Well, it's all too easy, isn't it?

klieg: Easy!

parry: I wouldn't call this an easy survey, would you, Klieg?

klieg: Everything here is designed to keep their secrets, whatever they are, insoluble.

the doctor: Insoluble? Oh, I wouldn't say that.

klieg: But take this mathematical sequence for example. I'm really no nearer to its solution. I've tried every possible combination. You'd hardly call that easy.

(the doctor takes klieg's notepad.)

the doctor: Yes, well... what you have done here is mostly right.

(Klieg sarcastically replies.)

klieg: Oh, thank you!

the doctor: You see, if you take any progressive series, it can be converted into binary notation. If you take the sum of the integrants and express the result as a power series, then the indices show the basic binary blocks.

(Klieg starts forward. the doctor restrains him.)

Only I wouldn't do it if I were you. Oh no, I really wouldn't do it!

(Klieg snatches back his pad from the doctor, and starts to read off the combination of figures onto the dial.)

klieg: Of course, you're right! Look, sum between limits of 1 and 91 integral into power series, yes, yes... Then you differentiate...

(The machine comes to life. The pointer is moving by itself. klieg backs away in horror.)

the doctor: You fool! Why couldn't you leave it alone?

(There is a loud rumbling from below them. The room shakes as in an earthquake. The main lights flicker on and off. The control panel lights up.

The table is illuminated from within. A muffled pounding starts from below the room.)

parry: What's happening?

the doctor: I don't know. Perhaps the Cybermen aren't quite as dormant as you imagine. We must find out what's happened to the others!

(He hurries out.)

7. The Recharging Room.

(The rumbling and throbbing is heard here, only a little fainter than in the Control Room. viner looks round for the source of the noise. Behind kaftan, the control board lights come on. She reacts fearfully but now sees her chance. Screwing up her courage, she grasps the power lever and pulls it down. As she does so, the lid of the sarcophagus begins to close on victoria. She tries to get out, but is unable to do so. She screams. The door closes completely. viner turns angrily to kaftan.)

viner: Did you touch anything?

kaftan: No.

viner: Well, keep away from that board.

(He rushes to the sarcophagus, and tries desperately to pull it open.)

Here - help me!

kaftan: One moment.

(kaftan looks at the control board, and moves her hand towards the power lever.)

viner: Now!

(kaftan pulls her hand away and runs over to viner. They both tug at the closed form.)

We'll need a crowbar to get this off!

kaftan: It may already be too late.

8. The Testing Room.

(jamie is still looking at the Cybermat on the ground.)

jamie: That's strange.

haydon: What?

jamie: I could swear that thing moved.

haydon: You're seeing things, old chap. Come and look at this. The whole control panel is active, suddenly. Don't know which button to press first.

jamie: I wouldn't touch it if I were you.
(haydon ignores jamie.)

haydon: I think I'll try this one.
(He pushes a button and looks expectantly round the room.)
Nothing.
(The lights start to dim.)

jamie: Wait a moment. What's happening? It's getting dark. Hey, look at the far wall.
(haydon follows jamie's gaze. On the wall at the far end we see a shape beginning to form. A series of circles appears. jamie stares as if hypnotised.)

9. The Recharging Room.
(viner is studying the control board.)

viner: It's no use, I daren't touch anything. If I operate the wrong sequence she'll die. I must find the logical order.
(He turns and looks at kaftan by the sarcophagus.)
If it's not too late.
(kaftan motions him to listen. She raps several times on the cover. There are answering raps. viner comes over to join kaftan.)

kaftan: She is still alive.

viner: Thank heavens! Look I'd better go and get the others. You stay here with her, will you?

kaftan: Yes... well, hurry!

viner: I won't be long.
(kaftan, left alone, smiles to herself. She taps again on the casing. Again there are several answering knocks. kaftan goes to the control panel and grasps two levers, one in each hand. As she moves them up and down, left and right, the 'nozzles' of the projectors move in unison. They begin to pulsate. A powerful, low, pulsing buzz fills the room. the doctor enters with viner and takes in the situation at a glance. kaftan is startled and turns away from the control board in frustration. Concealed by her body, she furtively tries to move her hands back to the controls.)

the doctor: I wouldn't touch the projector controls, if I were you.

(He steps up beside her.)

Someone might get hurt.

(viner joins them at the control board.)

viner: There must be some way to release it, Doctor.

the doctor: Yes there is - now let me see..

(He studies the panel and various levers.)

10. The Testing Room.

(jamie and haydon are staring, hypnotised, at the moving circles. haydon with a great effort breaks the spell and reels back. jamie remains transfixed.)

haydon: Jamie. Jamie!

(He holds his hands in front of his face to shield his eyes from the hypnotic shapes.)

Don't watch it!

jamie: I must, I must. I can't seem to take my eyes off it - I don't want to take my eyes off it... I don't want to take my...

haydon: Stop, Jamie!

(jamie is slowly moving towards the pulsating wall. The shapes seem to expand as he moves towards them. haydon grasps his arm but jamie pulls it away.)

jamie: Yes, yes, I see it now.

(He continues to move slowly towards the wall. In desperation, haydon goes back to the panel and presses a button, then another. The shapes change. Finally when jamie is right in front of the wall, he presses another button, and the shapes fade. jamie stands transfixed for a moment and then turns back.)

haydon: Are you all right?

jamie: Where have I been?

(He raises his hands to his head. haydon watches anxiously.)

haydon: You've been under some form of hypnosis.

jamie: That's ridiculous. What would the Cybermen want with a hypnotising machine?

haydon: Yes, you're right - must be for something else. Wait a minute, know what it could be?

jamie: What?

haydon: Some kind of target - I remember reading about this somewhere. They used to have something like it on Earth years ago.

jamie: How does it work - which bit do you aim at?

haydon: There is a subliminal centre which you are trained to see.

jamie: Oh aye - a what?

haydon: Come on, let's run the whole thing again and see what happens, but keep your eyes off the wall - now you work the controls this time and I'll watch.

jamie: Right.

(He crosses to the controls.)

haydon: O.K., press the buttons!

11. The Recharging Room.

(the doctor has found what he believes to be the releasing switch.)

the doctor: Yes, I think this is the sequence. Stand by to let her out will you?

(viner nods. kaftan stands by watching intently.)

And if you, my dear, would stand well clear? Thank you.

(kaftan looks at him. He gives her a charming smile that does not minimise the implication of his words. She moves back.)

Right.

(He pulls some levers in a particular order. The sarcophagus swings open. the doctor hurries over. viner helps her out.)

Victoria! Are you all right?

(She clings to the doctor, sobbing.)

It's all right. Get your breath. It's all right. It's all right now.

victoria: I didn't like that very much, Doctor.

the doctor: It's all right. I don't expect you did. You have to be a little more careful in future, won't you?

(the doctor looks over his shoulder at kaftan as he speaks - she turns away.)

Now come along, we must go and see whether Jamie is all right. Come along!

(They turn towards the door, followed by viner and kaftan.)

12. The Control Room.

parry: There must be some way to get that hatch open.

krieg: That must be the control to do it.
(He indicates a lever and operates it. It doesn't work.)

parry: The tombs of the Cybermen must be below ground, together with all their records. If we can't get down there all our work here, and the sacrifice of that unfortunate fellow's life, will go in vain.
(krieg murmurs to himself.)

krieg: A great deal more than that..

parry: Pardon?

krieg: Of course, there's only one explanation. The Doctor!

parry: Yes?

krieg: He didn't give us the complete code. There must be a further sequence to operate that opening mechanism.

parry: All right. Well let's try and find out.

krieg: Now - what could it be?
(He starts trying to work it out from the figures already on the wall.)

13. The Testing Room.

(The shapes are moving across the wall. jamie is working the controls, haydon is shielding his eyes with his hands.)

haydon: Is that all?

jamie: Aye - all except this big button here. What does that do?

haydon: I'm not sure - but we'll soon find out.
(He goes to the far wall.)

I'm going to trace the source of these shapes. There must be a projector somewhere. Look, when I give the word, press the button.

jamie: The big one?

haydon: Yes, maybe it works in conjunction with the others.

jamie: Right, ready when you are.

haydon: O.K. go ahead!
(jamie starts to press the button. The far end of the room lights up, and there is a whirring sound. The doors at the far end of the room start to open. the doctor, followed by victoria and viner, enters from another way. haydon remains in front of the wall.)

the doctor: Jamie! Don't touch that control!

jamie: I already have. What's the matter, Doctor?

(the doctor *rushes over to the controls and tries to revert the controls that jamie has operated. He is working with desperate speed.*)

the doctor: Which one was it?

jamie: Which one what?

(*The doors are now almost fully open. We hear something approaching. Then out of the blackness looms a silver figure. A Cyberman appears and raises his gun. There is a flash. haydon twitches, smoke pouring from him. The others huddle together. victoria screams.*)

EPISODE TWO

1. The Testing Room.

the doctor: Jamie! Don't touch that control!

jamie: I already have. What's the matter Doctor?

(the doctor rushes over to the console, and tries to revert the controls that jamie has operated. He is working with desperate speed.)

the doctor: Which one was it?

jamie: Which one what?

(The doors are now almost fully open. We hear something approaching. Then out of the blackness looms a silver figure. A Cyberman appears and raises his gun. There is a flash. haydon twitches, smoke pouring from him. The others huddle together. The doors close on the Cyberman again. victoria makes a move towards haydon. the doctor stops her. There is a sound of machinery running down. The noise stops. viner and the doctor examine the body. the doctor straightens up and turns to jamie.)

the doctor: What exactly happened here, Jamie? What did you do? What sequence did you use?

jamie: Sequence? How do you mean... Oh, you mean these. Well, I just pressed that button... and pulled this lever... and then..

(parry enters.)

parry: Doctor - if you could spare us a moment, I...

(He suddenly sees haydon's body.)

Haydon! What's happened?

(viner reacts hysterically.)

viner: He's dead, don't you see, he's dead! It's this damned building. It's alive, it's watching us it'll get us all. We've got to leave!

parry: All right, Viner. This is terrible! How did it happen?

viner: We've got to get out of this building! It's deadly! They'll kill all of us if we don't go back to the rocket!

the doctor: They?

viner: The Cybermen! Didn't you see it?

(the doctor examines the doors.)

parry: A Cyberman. A *live* Cyberman! My dear Viner, they've been dead for the last

five hundred years.

viner: I tell you it was a Cyberman and it came out of there! That... that screen thing.

jamie: He's right.

(parry moves towards the screen.)

viner: Keep back, keep back! You'll bring it out again.

the doctor: The question is, what killed him?

victoria: But you saw the Cyberman, Doctor!

the doctor: I saw something.

viner: Well?

the doctor: Poor Haydon was looking at that screen. In the direction we all were - right?

viner: Of course. Must you state the obvious?

the doctor: It's not so obvious when you consider... he was shot in the back.

jamie: In the back?

parry: Are you sure, Doctor?

the doctor: See for yourself.

(parry and viner come over to examine Haydon's body. the doctor looks round the room.)

Now, if the Cyberman didn't shoot him, what did? The answer, I think, lies over here. Jamie...

(He goes over to the rear wall.)

jamie: Yes Doctor?

the doctor: Can you remember exactly what you did? What sequence you used?

jamie: Oh! I'm not sure, Doctor.

the doctor: You must try. I want you to repeat it all when I give you the word.

jamie: Very well, Doctor.

viner: You're crazy, man! You'll bring that... that... thing out again.

the doctor: Maybe. I don't know. Now Jamie, when you're ready.

jamie: Anytime, Doctor.

the doctor: Now, there is a distinct element of risk in what I'm asking you all to do, so if anyone wishes to leave, they must do so at once.

(jamie starts to leave.)

Not you Jamie.

viner: Can't you stop this? He'll kill us all.

the doctor: Not if you go back against the wall. In the corner there... now please.
(viner goes and joins the others by the wall.)

Right, Jamie.
(jamie presses the buttons, and again the lights flash and the doors open. A panel at the far end is seen to slide back and a gun-like object fires at the Cyberman as he appears in the open doors. The Cyberman's head blows off. victoria screams again. the doctor leans across the controls and throws a switch. Both the doors and the panel remain open. the doctor cautiously moves forward.)

jamie: Careful Doctor...

the doctor: It's all right... I think. I think it's all right now.
(The Cyberman is composed of a steel skeleton, full of complex mechanical apparatus. One arm is outstretched, and is holding a weapon.)

Yes, you see it's just a mock-up... a model.
(parry goes to touch the gun.)

No, no don't touch that... that gun may be wired up too!

viner: It's a trap!

the doctor: No, I don't think so. I think it's a testing room for weapons. This is a purely robotic Cyberman. There's no human material in it at all. He's a target... for weapons.

parry: Let's get back to the control room with this poor fellow.
(viner and jamie pick up haydon's body and they turn to leave. As they do, victoria spots the Cybermat, still on the ground.)

victoria: What's that?

jamie: Some wee creature I found on the floor there.

victoria: It's a fossil.

the doctor: Victoria! Be careful. Let me see that.
(He approaches victoria.)

Yes, it's certainly inactive. But it's not a fossil. Wait a minute.
(He fishes his five-hundred-year diary out of his pocket, and searches through it.)

Yes, here we are - yes, it's a *Cybermat*!

victoria: What's a Cybermat?

the doctor: It's one of those... I'd leave it alone if I were you. Come along.

(He exits. victoria makes a face at his back and she places the Cybermat in her handbag.)

2. The Control Room (Interior).

(kaftan is standing by klieg, who is still working on the code. toberman enters from the main entrance to the tomb. kaftan looks at him.)

kaftan: Well?

toberman: It is done.

kaftan: Good.

klieg: I just don't understand this code. This sequence doesn't make complete sense.

kaftan: You a logician, you can't understand it? You must!

klieg: In the time... In the time we have...

kaftan: We have plenty of time - you will see.

(klieg shrugs and turns back to his work. parry enters, followed by jamie and viner carrying the body, which they place out of sight behind the table and cover with viner's coat. the doctor enters followed by victoria. She puts her bag down by the table.)

parry: Lay him down there.

kaftan: What has happened to him?

viner: There has been a terrible accident. He has been shot.

parry: Right, we're all here, it seems. Will you all sit down for a moment?

kaftan: Toberman.

toberman: Yes.

(They all sit round the table, except klieg, who carries on working.)

parry: Mr. Klieg?

klieg: Leave me alone, will you? Can't you see I'm working? Or have you forgotten the purpose of this expedition?

parry: This directly concerns *my* expedition. You will kindly take your place.

(klieg comes over, with obvious bad grace, and sits at the table.)

Right, I'll come straight to the point. I have reluctantly decided to abandon the expedition and return to Earth.

(There is a storm of protest. parry raises his hands for silence.)

I feel as strongly about it as you - this expedition has been my dream for many

years. But there were those, like Mr. Viner, who said that more preparation was needed. More men and equipment. I refused to heed their warnings and the result is that two men have died. I'm sorry, but we must leave at the first available conjunction. We'll take back all we can for further study of course - but that is my decision, and that is what we must do.

klieg: I insist that...

(kaftan stops him with a reassuring touch of the hand. the doctor notices this.)

parry: My decision is final. We leave when the north hemisphere is properly tangential, which will be at...

(He consults his Unit Chronometer.)

... 18.42.

(They all start to rise. As they do, hopper bursts in, out of breath.)

Ah, Captain Hopper, just the man. Can you be ready to blast off at 18.42?

(hopper tries hard to catch his breath.)

hopper: No!

parry: I beg your pardon. Did I hear you right? You are paid to take orders, Captain Hopper.

hopper: Not impossible ones, I'm not. It's the fuel pumps. Some character has balled-up the lot!

(There is a chorus of disbelief.)

the doctor: Or some... thing?

hopper: Well, whatever it is, it's practically wrecked our chances of getting off this crumby planet.

(They all react. The unchanging faces of the Cyberman motifs stare down at them from the wall.)

3. The Control Room (Evening).

viner: I don't care what any of you say, I utterly refuse! I will not spend the night on this planet.

the doctor: I don't think we've got much choice.

viner: Well, at least we can get out of this sinister building.

(He looks round nervously and taps his notebook.)

I have recorded all the necessary details. I suggest we all go back to the rocket.

(hopper enters in time to hear this.)

hopper: That's a very bad suggestion Viner, you know that.

viner: I insist.

hopper: You do a lot of insisting. Well I'm going to tell you something now. The first guy that steps into my rocket-ship is going to stop the repair work just like that.

(He snaps his fingers.)

parry: How long will it take to get the rocket operational again?

hopper: Working non-stop... without interruption? Maybe... seventy-two hours.

(They all react to this.)

viner: Well, that's impossible, we'd all be out of our minds after three days in this place. We must go back on board.

hopper: Look, I can't afford to waste any more time with you guys, but I'll give it to you once more, all right? Now, you may not know this but we have to practically pull that ship apart to fix the damage, and there just isn't room for all of you on board.

(He looks at viner.)

Especially with you insisting all over the place. NO... ROOM... TO... WORK. Got it?

parry: Yes of course, I see now..

viner: It's all right for you - have you any idea of what it's like in this deadly building?

hopper: Well, it's not exactly peaches back on the ship.

the doctor: Captain you... you do have another reason for not wanting them back on the ship, don't you?

hopper: Yeah - until I find out who broke into that rocket...

the doctor: Or what...

hopper: *Who* broke into the rocket! Until then I'm going to keep a round-the-clock guard on it.

the doctor: I see.

hopper: I'm going to get off this place with my skin still fitting tight all over - all right?

the doctor: All right.

hopper: Now in case it gets cold at night, I've brought these anoraks and some food. I'll let you know when I'm ready to take off.

(hopper exits.)

krieg: As we have to stay, we might as well finish our job and fully explore down there.

(He jerks his thumb downwards.)

That is... if the Professor has no objection?

parry: We have no alternative, it seems.

the doctor: Well, but... can't we stay here?

(He looks round.)

... It seems a pleasant enough room to me.

jamie: Hey! You speak for yourself.

klieg: Of course, you can leave here any time you please, Doctor.

(He goes over to the control board and resumes work on the code.)

the doctor: Oh yes... I was forgetting. I can, can't I?

victoria: But you're not going to, are you Doctor?

the doctor: No, not just yet awhile - no.

(kaftan goes over to join klieg at the control board.)

But you and Jamie can go back to the TARDIS if you wish.

victoria: I'll stay with you.

the doctor: Jamie?

jamie: Oh, I'll stay.

the doctor: Good.

(He suddenly steps into action, going over to klieg and kaftan.)

Well now, I think it's about time we gave Mr. Klieg some help.

klieg: Thank you, I think I can manage.

(toberman blocks the doctor's way.)

toberman: Stay!

jamie: Hey! Let the Doctor pass, or I'll... yes, well, let the Doctor pass.

the doctor: It's all right, Jamie.

(He looks at kaftan.)

Your colleague has... very strong hands.

kaftan: Very strong.

the doctor: Enough to do a good deal of damage - if let loose in the right place.

(kaftan stares at the doctor for a moment, then nods to toberman. He moves aside. the doctor stands beside klieg at the control panel and studies his figures. victoria shivers and moves closer to jamie. parry and viner remain at the table studying a plan viner is drawing of the layout of TELOS.)

parry: There's no doubt about it. The major workings lie below. There are metal caverns down there all interconnected. If only we can get down into them.

krieg: That's it. I've done it. Finally, a Boolean function of symbolic logic!

the doctor: Logical yes, but...

kaftan: Everything yields to logic - our basic assumption, Doctor.

the doctor: Really?

(krieg is feverishly working the indicator and handle.)

krieg: 6 cap B4 if, and only if, C is cap function of 2A.

(He presses a lever and stands back. Nothing happens.)

the doctor: I think perhaps your logic is wearing a little thin.

krieg: I must have made a mistake. I'll do it again, more carefully.

the doctor: Yes.

krieg: 6 cap B4 if, and only if, C is cap function of Ah... that's it... 2F not 2A!

(Whilst he does this, the doctor, unseen by the rest, quietly flicks a switch. The hatch slowly begins to open.)

victoria: The hatch. Look!

krieg: I've done it. I've done it!

the doctor: Congratulations.

jamie: But Doctor...

(the doctor puts his finger to his lips, to silence jamie.)

parry: Excellent. Now - to work. It will be extremely cold down there. We shall all need to put on warm clothing. Mr. Viner, will you please see about the anoraks?

(viner does so.)

krieg: But, just a moment. Are we all going down?

parry: There is safety in numbers.

krieg: The women as well?

parry: They, of course, will stay up here.

(He turns to kaftan and victoria.)

In case of trouble, contact the rocket.

(He goes over to put on a warm anorak. The others do the same.)

victoria: I'm coming down with you.

parry: But my dear young lady...

victoria: You heard me, Professor.

the doctor: Victoria..

(He draws her aside.)

You would be much safer up here.

victoria: But Doctor I...

(the doctor lowers his voice to a whisper.)

the doctor: ... and much more use to us.

victoria: I don't see...

the doctor: Keep an eye on things... please.

victoria: All right.

the doctor: Thank you.

parry: Well, if we are all ready, I shall lead the descent. Be ready to go back the instant I give the word.

(klieg is about to enter but steps aside to speak to kaftan.)

klieg: You know what to do?

kaftan: The hatch?

(klieg nods. Over at the open hatch, parry is lowering himself down, followed by viner and jamie.)

the doctor: Toberman?

kaftan: He stays with me.

the doctor: Then I stay here too.

(He smiles, folds his arms, and sits down on one of the stools.)

kaftan: Of course, I am being selfish. His strength will be useful to you down there. He must go down... Go down Toberman.

(toberman nods, eyeing the doctor suspiciously, and goes down. the doctor whispers to victoria.)

the doctor: ... what I said: be very careful!

(He follows toberman down.)

kaftan: It seems we are to be left alone - to wait.

(victoria nods nervously, and clutches her bag.)

Captain Hopper brought some food from the rocket. You would like some?

victoria: Oh, rather! I'm ravenous.

(The Cybermat moves slightly, unnoticed by victoria. kaftan goes to an

aluminium mesh rectangular box. Inside are some transparent plastic containers.)

kaftan: Roast beef? Roast veal? Chicken?

victoria: Oh, chicken please.

(kaftan passes her a rectangular plastic covered lump.)

What on Earth's this?

kaftan: What you have asked for - chicken.

(victoria looks at it, sniffs it distastefully and passes it back to kaftan.)

victoria: Thank you, but er... I'm not very hungry now.

4. A Passage within the Cyber Tomb.

(The group of explorers is in a tunnel made of bright metal. There is a massive ladder leading down from the hatch in the control room above. There is a covering of frost and ice. Their feet crunch underfoot. toberman and the doctor climb down the ladder to join them.)

parry: Hurry up there, we've no time to linger. It's extremely cold down here, even with these anoraks.

(jamie looks suspiciously at klieg.)

jamie: Aye, you obviously knew what to expect.

the doctor: Well, which way do we go?

klieg: I don't know. Let's try this one.

viner: Yes.

(klieg flashes a torch along the passage ahead and leads off.)

5. The Cyber Tomb.

(The group leaves the exit of the tunnel, and moves slowly into the tomb cavern. We see a huge array of frost-covered cells, reaching far up into the gloom.)

jamie: Hey! What on Earth...

parry: Behold Gentlemen, the tombs of the Cybermen.

jamie: Tombs? I don't see any tombs.

the doctor: In there Jamie, frozen forever. All their evil locked away with them.

(He murmurs to himself.)

And so it must remain.

klieg: Like a gigantic honeycomb. Like bees waiting for the signal to arise from their winter sleep.

the doctor: A signal that they are never going to get.

(klieg smiles and turns away to study a nearby control console.)

viner: We'd better get busy. Everything must be recorded. It is too cold to remain for long.

(He takes notes as he speaks.)

klieg: Unless we find some way to warm things up.

(the doctor looks at him with growing suspicion.)

6. The Control Room.

(victoria is sitting against the table trying to keep awake. kaftan is watching her intently.)

kaftan: You have hardly touched your coffee. It must be cold by now. You would like some more?

(victoria replies drowsily.)

victoria: Thank you. I'm much warmer now.

kaftan: That's good.

victoria: I... feel so sleepy.

(Her head settles back against the table. She drops off to sleep. kaftan tiptoes over to look at her. Satisfied that victoria is asleep she crosses to the control board and operates the hatch opening control sequence. There is a grinding of gears and the hatch lid slowly starts to swing shut. It closes with a final clang.)

7. The Cyber Tomb.

(The sound echoes through the passageway. The men start.)

viner: What was that?

jamie: It sounded like the hatch.

(Only klieg and toberman fail to react to the noise, but they exchange glances. jamie rushes out followed by viner. klieg turns back to the control panel.)

8. *A Passage within the Cyber Tomb.*

(jamie and viner run to the foot of the ladder and look up.)

jamie: It's closed!

(jamie climbs up the ladder. viner starts to follow then climbs back down.)

viner: Oh what's the use? We're trapped down here now. We'll never survive in this cold. Better get back.

(viner makes his way back down the passage.)

9. *The Cyber Tomb.*

(the doctor goes to meet viner.)

the doctor: Well?

viner: It's closed. What have they done that for? What are they playing at up there?

the doctor: Perhaps it wasn't them. Where's Jamie?

viner: He went up the ladder to try it.

(viner goes over to parry.)

viner: Professor.

(parry waves him to silence, and takes another photograph. viner's nerves start to crack.)

Professor, listen to me, for heaven's sake. The hatch is down again. We're trapped down here.

krieg: Trapped?

parry: But there are some of my party up there. Are you sure?

viner: Of course I'm sure. You know how heavy that thing is. It's down now. We must do something. I'd give us a couple of hours here at the most.

the doctor: Mr. Krieg doesn't seem to be very worried

krieg: No, I'm not, Doctor.

(jamie returns.)

jamie: It won't open, and I can't make anybody hear.

viner: There you are!

krieg: There is an easy way out of our situation.

viner: You've found something?

krieg: Of course, you're forgetting your logic. If closes it can be opened - from here.

(He points to the control console. the doctor goes over and examines it.)

the doctor: Conveniently labelled in symbolic logic, I notice.

klieg: Right, are we ready? I shall now operate the sequence.

the doctor: If it *is* the opening device.

(klieg smiles at the doctor.)

klieg: It is obviously an opening device of some kind, Doctor.

viner: I don't know how you can be so blasted calm about it all!

(jamie goes over to the passage.)

jamie: I'll see if it works then. Go ahead.

(klieg operates a series of controls, each labelled with Boolean and symbolic logic symbols.)

jamie (oov): Nothing's happening out here.

viner: It doesn't work.

(The men are looking down the passage, and so fail to notice what is happening behind them. Except for klieg who turns round and smiles at what he sees. A drop of water falls on parry's cheek.)

parry: Water!

jamie: Aye it's getting warmer.

viner: The ice is melting.

jamie: Hey, look. Behind you!

(They see the tomb beginning to melt. Water runs down the front of the cells, in ever increasing amounts.)

viner: Look... look at the honeycomb. There's something inside!

jamie: They're... Cybermen!

(klieg moves back towards the control console, his face triumphant.)

the doctor: Jamie. Come back!

(The rate of de-freezing is accelerating. The figures of the Cybermen become clearer inside the cells.)

parry: It is them!

(He talks in an almost reverential whisper.)

Gentlemen they are perfect. This is unique in archaeology.

viner: No... No... They're moving...

(klieg passes viner as he slowly approaches the tombs. viner backs away.)

viner: We must shut it down.
(He rushes to the control console and operates the last of the controls in reverse. At once frost begins to form again on the cells and the lights which had grown brighter begin to fade.)

klieg: What are you doing? Keep away from that.

viner: No!
(parry and jamie step towards klieg. toberman steps in front of him.)

parry: What are you doing, man?
(klieg draws a gun.)

klieg: Keep back! I shall not hesitate to kill. For the last time, I am asking you to keep away from those controls.

viner: No!
(A shot rings out. viner clutches his chest. He slumps, wounded, by the controls.)

parry: Viner! Viner, Viner, Viner... You've killed him!

jamie: He's mad.

the doctor: Jamie!
(klieg springs forward and pulls the lever down again. The lights behind the cells brighten again and, inside them, the Cybermen again come to life. Slowly they begin to break out from their cells.)

parry: Haydon dead, now Viner. What kind of man are you?

klieg: Back... keep back. Let's see what happens. As the Professor says - this is a unique archaeological event. It would be such a pity to miss it.

10. The Control Room.

(kaftan is over by the controls making notes on the logical sequence of the opening controls. victoria is still asleep by the table. She stirs, and we see her hand is against the bag with the Cybermat inside. victoria pulls her hand away. She wakes up, looks around and sees kaftan by the controls. She rubs the sleep from her eyes.)

victoria: What's happened?

kaftan: What?

victoria: The hatch is down. Are they back?

kaftan: They are still down there.

victoria: Then why is the hatch down? They won't be able to get up again.

kaftan: I shall open it when we are ready.

victoria: When who's ready? You closed it.

kaftan: I did.

victoria: Then you'd better open it again, hadn't you?

kaftan: No, it shall remain closed.

(victoria *furiously turns on* kaftan.)

victoria: The Doctor warned me about you!

kaftan: That was very clever of him.

victoria: Out of my way.

kaftan: Why?

victoria: I'm going to open the hatch.

(She *pushes* kaftan *out of the way*, and *looks desperately at the controls*.
kaftan *pulls a small futuristic hand gun out of a pocket*, and *places it against victoria's back*.)

kaftan: Stand back.

(victoria *turns slowly round to face her*.)

That's better. Now let's move away from those controls. We shall be more comfortable over here, I think.

(The two women *move back to the table*. kaftan *keeping victoria covered by the gun*. kaftan *has her back to victoria's handbag*. Her *body shields the bag from victoria's sight*.)

victoria: But why? Why have you done it? You've trapped your friends down there as well as mine!

kaftan: I shall open it when Mr. Klieg has completed our plans. Meanwhile, it is better that they remain undisturbed. If you touch those controls... I shall have to kill you.

(The Cybermat *silently emerges from victoria's handbag*.)

11. The Cyber Tomb.

jamie: You know Doctor, I've a feeling that that man's planned it all. He knew that control wouldn't open the hatch.

the doctor: So did I, Jamie.

jamie: You knew, Doctor?

the doctor: I wanted to know what he was up to.

krieg: Now you know, Doctor.

parry: We know nothing. This is the action of a lunatic.

krieg: Lunatic? Not at all, Professor. A necessary detail, that's all.

parry: But why?

krieg: Logic, my dear Professor, logic and power! On Earth, the Brotherhood of Logicians is the greatest Man-intelligence ever assembled. But that's not enough by itself, we need power. Power to put our ability into action. The Cybermen have this power. I have come here to find it and use it.

parry: So that was your motive in financing my expedition?

krieg: Precisely! Your complete lack of... administration made it ideal for our purpose.

the doctor: You think the Cybermen will help you?

krieg: Of course. I shall be their resurrector. Look!

(He points to the cells. Slowly, one by one, the Cybermen begin to break free from their cells. Huge, monstrous, silver beings. Emotionless. Ruthless. Terrifying.)

12. The Control Room.

(The Cybermat is now completely out of the bag. It begins to move along the table towards kaftan. victoria sees it and backs away slightly.)

kaftan: Keep still.

victoria: Behind you... that thing... it's come alive.

kaftan: You are so simple. You don't really expect to take me in with a trick like that.

victoria: It's true. Look!

kaftan: Will nothing keep you still?

victoria: Will you please look!

kaftan: If I have any more trouble from you I shall have to take drastic steps...

victoria: Why won't you believe me?

kaftan: You don't think we can allow a little girl like you to interfere with our plans!

(The Cybermat moves along the table towards kaftan's arm. It suddenly leaps onto her shoulder. kaftan screams and staggers back. She drops the gun. victoria rushes forward, grasps the Cybermat and flings it to the ground. She tries desperately to revive kaftan but to no avail. She goes over to the control board, but does not know what to do. She goes over to the main door, and steps over the shattered Cybermat. She jumps as one of its

antennae twitches purposefully.)

victoria:

Captain Hopper!

13. The Cyber Tomb.

(The group of Cybermen move towards one of the cells which is larger than the rest, and form a semicircle round it. One of the Cybermen steps up to the cell and turns round towards the others. One by one they all raise their right arms in silent assent. The Cyberman at the cell face then operates bolts on the side of the cell and swings back the membrane. Inside we see a giant figure from which the frost is now almost completely melted. Slowly the figure begins to emerge from the cell. The Cyberman who opened the cell starts to offer his assistance, then draws back in awe. The semicircle also draws back a little and they bow their heads. The Cyber-leader rises to his full height. We now see that his head is of an entirely different shape. It is more bulbous and the top is translucent, allowing sight of the creature's enormous brain.)

jamie:

What is it?

the doctor:

I think it's their leader... their controller, Jamie.

(klieg walks alone up to the leader. Hesitantly at first and then with growing confidence, he speaks.)

klieg:

I... am Klieg... Eric Klieg... I have brought you back to life. We of the Logicians have planned this. You are alive because of us. Now will you help us?

(The cyber controller does not react to this. klieg goes nearer.)

We need your power, you need our mass intelligence. Are you listening?

(There is still no reaction from the cyber controller.)

Do you understand me? Now that I have released you...

(The cyber controller seizes klieg's arm and he screams out in agony.)

... aaaaaaaargh! Let me go. I set you free. It was our...

cyber controller:

You - belong - to - us. You - shall - be - like - us.

EPISODE THREE

1. The Cyber Tomb.

controller: You - belong - to - us. You - shall - be - like - us.
(klieg lies injured on the floor, bewildered by the turn of events.)

parry: How did you know that we would come to release you? You could have remained frozen for ever.

controller: The - humanoid - mind. You - are - inquisitive.

the doctor: Ah, I see... a trap... a very special sort of trap, too.

parry: What do you mean - special trap?

the doctor: Don't you see - they only wanted superior intellects - that's why they made the trap so complicated.

controller: We - knew - that - somebody - like - you - would - come - to - our - planet - someday.

the doctor: Yes and we have done exactly as you calculated, haven't we?

controller: Now - you - belong - to - us.

2. The Control Room.

(kaftan is still on the floor. victoria rushes in followed by hopper and callum.)

victoria: Now! Quick! Find the opening device. I don't know which it is.

hopper: Now, hold on. I'm not pulling any levers until I know what this is all about.

callum: Don't reckon we should have left the rocket Captain. I can't see much wrong here.

victoria: Not much wrong... are you blind, the pair of you?
(She goes over to the hatch.)

What about this then?

callum: I can't see any change, Vic.

victoria: That's just it. They're down there now.
(kaftan stirs, opens an eye and sees the others.)

hopper: Well then, why close the hatch on them? It don't make sense, Vic.

victoria: I didn't. And please stop calling me 'Vic'. She closed the hatch.

(victoria indicates kaftan.)

hopper: Oh, did she now?

victoria: Now look, are you going to help me or not? They're probably freezing to death down there. If you're not going to help me, I'm going to pull every one of those levers on that board and see what happens.

hopper: Now I wouldn't do that, Vic. Come on Jim, we'd better do as she says.

callum: Yeah.

(The three of them cluster round the control panel.)

hopper: O.K. now, were you here when they opened it all up?

victoria: Yes.

(kaftan opens her eyes again behind them.)

hopper: Well come on - you must have some idea!

victoria: I don't know, I wasn't looking. Oh, I think it's one of those levers down there.

(She indicates the left hand side of the board.)

callum: She thinks!

(victoria glares at him. The men begin examining the controls at the end of the board.)

3. The Cyber Tomb.

(The Cybermen are conferring at one end. the doctor, parry, jamie, klieg and toberman are at the other end of the tombs.)

jamie: Can we not make a run for it, Doctor?

the doctor: No, no, we wouldn't even reach the ladder. It's too risky.

parry: What can we do?

the doctor: We'll play for time, watch for our chance. Leave it to me.

(He steps over to the cyber controller and clears his throat.)

Ah-hem! Excuse me, may I ask a question? Why did you submit yourself to freezing?

(The cyber controller comes up to the doctor and looks closely at him. the doctor flinches away.)

You don't have to answer that if you don't want to.

controller: To - survive. Our - history - computer - has - full - details - of - you.

(He points to the doctor and jamie.)

the doctor: Oh. How?

controller: We - know - of - your - intelligence.

the doctor: Oh, thank you very much - ah yes, the lunar surface.

controller: Our - machinery - had - stopped - and - our - supply - of - replacements - been - depleted.

the doctor: So that's why you attacked the moonbase.

controller: You - had - destroyed - our - first - planet - and - we - were - becoming - extinct.

jamie: What difference does capturing us make? You'll still become extinct.

controller: We - will - survive. We - will - survive. Now - you - will - help - us.

parry: What makes you think we are going to help you?

(He points to klieg.)

That murderer doesn't speak for us.

controller: You - will - become - the - first - of - a - new - race - of - Cybermen. You - will - return - to - the - Earth - and - control - it.

parry: Never, never!

controller: Everything - we - decide - is - carried - out. There - are - no - mistakes.

jamie: A new race of Cybermen, but... but we're humans. We're not like you.

controller: You - will - be.

(jamie decides to escape. He runs towards the passage leading to the escape ladder.)

parry: Oh no... no... no. Keep away... keep away. Keep away from me.

4. A Passage within the Cyber Tomb.

(jamie runs to the ladder and starts to climb. Suddenly a Cyberman fires at jamie with his gun, and jamie collapses to the floor. toberman grapples with a Cyberman. At first it looks as if his giant strength is prevailing, but the Cyberman lifts toberman off the ground and throws him across the floor.)

5. The Cyber Tomb.

(the doctor and parry are held in the Cybermen's vice-like grip.)

the doctor: If only you'd let go of me, I'd stand still.

parry: Please, please... please let me go. Please, please... let me go, please.

the doctor: If you would let go of me, I would stand still... You're breaking my arm!

controller: To - struggle - is - futile.

(The Cybermen carry their prisoners towards the honeycomb of cells.)

6. The Control Room.

(callum and hopper are crouched down by the control console. callum has removed a board from the controls and is examining the controls from underneath.)

hopper: You sure that's the one?

callum: Yeah, yeah... yeah it's the only one it could be. Yeah... it leads up to... that one there.

(Behind them kaftan has sat up. She looks round. She sees the gun on the floor by the hatch, and starts to move towards it. hopper and callum get to their feet.)

victoria: Please hurry, Captain Hopper.

(She moves forward to grasp the lever.)

hopper: Keep back will you - leave this to me. Jim, stand by the power cut off.

callum: Power...? Yeah, yeah.

(He stands at the other end of the board, his hand on a large power switch. hopper looks round at victoria.)

hopper: Stand back will you? Just in case we got the wrong one.

(victoria moves back nervously. The men stand by to pull the levers.)

kaftan: Don't move.

(The others react. They turn round. kaftan is facing them, gun in hand.)

Raise your hands.

hopper: Now look here, lady...

(He steps forward.)

kaftan: I shall kill you.

(She raises the gun in both hands and sights it. hopper stands still and raises his hands.)

hopper: Well, your own men are down there, remember. What are you doing this for?

kaftan: Move away from that control board - over here.

(She indicates the side of the room opposite the hatch.)

I shall open the hatch when Klieg gives the signal.

hopper: Well, why close it in the first place?

kaftan: Klieg must remain undisturbed. Your friends will not escape from there - and you will not interfere.

(She is moving round them in a circle, towards the control panel. As she moves, her foot comes up against the disabled Cybermat. She freezes, unsure of what it is, but afraid to look down in case the men jump her. victoria sees the Cybermat, and seizes her chance. She screams. kaftan starts, looks down, sees the Cybermat and jumps back in terror. callum and hopper spring forward, and disarm her.)

hopper: Watch her Jim. If she moves - blast her!

(He looks at victoria.)

callum: Right.

hopper: You scream real good, Vic - thanks a lot!

victoria: Please, the hatch.

hopper: O.K., we'll take a risk... Stand by.

(He pulls the lever. The grinding noise starts, and the heavy hatch cover swings open. victoria goes over and looks down, followed by hopper and callum. They listen.)

victoria: It's very quiet down there.

hopper: Yeah... too quiet!

victoria: Something must have happened.

hopper: How long have they been down there?

(victoria looks at her watch.)

victoria: Oh, about an hour.

hopper: That's too long. I'm going down.

(He swings his feet over the edge of the hatch. As he does he catches sight of something. He points to callum's belt.)

Hey Jim, what are those bombs loaded with?

callum: Er... Smoke.

hopper: Great, give us a couple, will you?

callum: Yeah, sure.

hopper: C'mon, c'mon!

callum: Yeah, yeah.

(He hands hopper two bombs.)

hopper: O.K., here we go.

victoria: I'm coming too.

hopper: Later, maybe. Not this trip.

victoria: Who'd be a woman?

hopper: How would you know, honey? You'd better stay up here. We don't know what's going on down there!

(He disappears down the hatch. victoria makes a face.)

victoria: Is he always like that?

(callum grins.)

callum: Most of the time Vic, yeah.

(victoria gives him a furious glance and settles down to wait.)

7. The Cyber Tomb.

(The Cybermen are conferring at the end of the room by the control panel. the doctor, jamie, parry and klieg are grouped together with the still unconscious toberman. The cyber controller and a cyberman come over to them and address klieg.)

controller: We - have - decided - how - you - will -be - used.

(klieg's hopes rise.)

klieg: Yes?

controller: You - are - a - Logician. Our - race - is - also - logical. You - will - be - the - leader - of - the - new - race.

klieg: You will listen to my proposals then?

controller: Yes. We - will - listen. But - first - you - will - be - altered.

(Realisation dawns on klieg's horrorstruck face.)

klieg: Altered...?

controller: You - have - fear? We - will - eliminate - fear - from - your - brain. Yes - you - will - be - the - first.

(klieg draws back in terror. The cyberman turns to parry.)

controller: And - you - will - be - the - next.

parry: Me... no... *no!!*

(The cyberman grabs hold of parry's arm. parry screams in pain.)

controller: You - will - be - like - us.

8. A Passage within the Cyber Tomb.

(hopper is crouched down, listening to this. He unclips one of the smoke bombs and holds it ready.)

9. The Cyber Tomb.

controller: To - die - is - unnecessary. You - will - be - frozen - and - placed - in - our - tombs - until - we - are - ready - to - use - you. Your - lives - will - be - suspended. Prepare - the - tombs.

(The cyber controller operates a control and around the edges of the open cells, which now contain the captives, frost begins to form. They immediately begin to shiver.)

parry: They really mean it! They're going to freeze us.

jamie: Not me.

the doctor: Look Jamie, they're coming back!

(He springs to his feet and faces the Cybermen. They start to move threateningly towards him. Without warning, smoke bombs burst on the ground near the Cybermen and they reel around in confusion.)

hopper: Come on you guys - run for it!

10. A Passage within the Cyber Tomb.

(The former captives reach the passage. jamie is helping parry.)

the doctor: Is he all right?

(They reach a fork in the passage.)

jamie: I think so. Which way? I can't remember.

the doctor: That way.

jamie: Are you sure?

the doctor: No, I'm not sure, but try it. I'll join you in a moment.

(klieg staggers along a passage followed by hopper, who is anxiously looking behind him. the doctor goes over to hopper. klieg halts, looks at the fork, and takes the left-hand one.)

the doctor: We've got to stop them.

hopper: Block off this tunnel, perhaps?

the doctor: No, no, no, we can't do that. The hatch... we must get there first. Come on.
(toberman stumbles along blinded by the thickening smoke. He feels his way along the walls of the passage. A Cyberman looms out of the smoke. toberman turns to run, but the Cyberman reaches out and grasps him by the shoulder. toberman turns and delivers a massive swipe, which simply bounces off the Cyberman. Two more Cybermen approach. The one toberman has been fighting raises his arm. A spark jumps from his finger and strikes toberman on the forehead. toberman staggers and blinks but does not go down. Again the Cyberman fires. The smoke clears and we see that the Cyberman toberman has been fighting is the cyber controller.)

controller: This - humanoid - is - powerful. We - will - use - him. Prepare - him.
(Two Cybermen pick up toberman and carry him away.)

11. The Ladder.

(Further down the passageway by the ladder, are jamie, parry and hopper. jamie's progress is being hampered by parry.)

hopper: Hurry up can't you? For Pete's sake get a move on.
(hopper helps jamie to pull up the barely conscious parry. With difficulty, they reach the top.)

parry: I... I... can't breathe.

jamie: Victoria!

12. The Control Room.

(victoria and callum look over the rim of the hatch.)

victoria: Jamie! Look at that smoke.

jamie (oov): Victoria. Come on Mr. Parry, come on, quick!
(callum runs over and helps jamie out, who in turn helps parry out. hopper's head shows above the rim. He looks down.)

callum: Stand back.

hopper: The Cybermen. They're right behind us.

13. The Ladder.

(the doctor is climbing. Just below is a cyberman, steadily gaining on him.)

14. The Control Room.

(hopper climbs out of the hatch.)

hopper: As soon as the Doctor is up, slam down the hatch!

callum: O.K.

(callum runs over to the control panel. the doctor's head appears over the rim of the hatch. hopper gives him a helping hand. hopper calls over to callum.)

hopper: Stand by!

(the doctor suddenly cries out in pain.)

the doctor: Oh... Aaargh! He's got my leg!

(callum's hand hovers indecisively over the closing controls. the doctor's hands desperately grip the rim of the hatch. hopper leans over and grasps the doctor's arms.)

jamie: Doctor... come on.

the doctor: Oh... it's no use!

(the doctor's hands start to slip. The head and shoulders of the Cyberman appear behind him - its hands clasping the doctor firmly round the shoulders. victoria looks round in desperation and, seeing the open flask of coffee, picks it up and runs over to the hatch. She flings the contents into the Cyberman's face.)

hopper: Jim! Close the hatch!

jamie: Victoria!

(The Cyberman releases his hold on the doctor, who falls into the room, and grabs victoria's arms instead. victoria screams and drops the flask. callum operates the closing mechanism. The gears grind and the heavy lid of the hatch starts to close on the Cyberman. He raises one arm, and for a moment it looks as if he is strong enough to stop it. jamie is trying to pull victoria free, but the Cyberman's other arm is still holding her. The Cyberman's arm bends as the full weight of the lid is felt and he releases his grip on victoria. The lid continues to close.)

callum: Got him!

(There is a tremendous clanging sound as the Cyberman below hits the now closed lid of the hatch. At each blow we see a dent appear in its surface. The blows stop. Everyone stands transfixed for a moment. jamie goes to victoria who is nearly fainting.)

victoria: It was horrible - it was so strong!

(jamie holds her.)

jamie: It's all right, Victoria. You're all right now.
parry: That was a near thing. Is anyone missing?
the doctor: Yes...
hopper: Klieg and Toberman - they're still down there!

15. A Passage within the Cyber Tomb.

(Klieg has found a niche in the passage. He squeezes in, out of sight, just as three Cybermen come up, led by the cyber controller. They march past him one by one as he presses his face close to the rock. They halt just past him and look up the ladder.)

controller: The - humanoid - has - escaped.
cyberman: Yes.
controller: Guard - the - passageway.
cyberman: Yes.

(The Cybermen march off.)

16. The Ladder.

(Klieg reaches the top. He raises his fist to knock, but is frightened to do so in case the Cybermen below hear him. He agonises for a moment and then softly knocks and listens.)

17. The Control Room.

(Two muffled knocks are heard coming from the hatch. There is a pause and then two more knocks.)

parry: Don't open it! It may be the Cybermen.
the doctor: No, no - it's too soft. It must be Toberman and Klieg.
hopper: Ah, you're crazy!
parry: You're right! We can't leave them down there, even if they are killers.
jamie: Well, they're both probably frozen solid by now.

(There are two more muffled knocks.)

kaftan: You must let them up - they must be saved.
the doctor: Yes, they're more dangerous down there than they are up here.

(hopper doesn't understand this, but nevertheless he draws his gun to cover

the hatch.)

hopper: What...? O.K. Jim!

callum: Right.

(jamie grasps one of the stools and stands on the other side of the hatch. The knocking is heard again.)

hopper: O.K. Let her go!

the doctor: Excuse me please.

(the doctor moves to one side as callum works the lever. The others watch tensely as the lid slowly opens. jamie and hopper raise their weapons. klieg bursts out and collapses on the floor. hopper lowers his weapon and goes over to the hatch, looking down for toberman. kaftan runs across.)

klieg: Close it... close it quick!

kaftan: Eric - where's Toberman?

klieg: They've got him.

(klieg is nearly hysterical. hopper nods to callum who operates the closing sequence. The hatch grinds shut. the doctor comes over to klieg.)

the doctor: You still think you can form an alliance with the Cybermen, Mr. Klieg?

klieg: If I'd only been in a stronger position to bargain with them.

parry: You must be out of your mind, Klieg.

hopper: You're not in any position to bargain with anybody, right now.

(He looks at parry.)

What are we going to do with him?

parry: I'd feel much happier if they weren't left in here.

the doctor: Well, what about the testing room? There's only one door. They can't get out.

parry: That's a good idea. They'll be quite safe in there. Callum.

parry: Right... Mr. Klieg? Miss Kaftan?

(hopper nods to callum, who leads off klieg and kaftan.)

hopper: Now, if I don't get back to the rocket, we're not going to take off inside a week.

parry: We'll come with you.

hopper: I've told you before, not 'til I'm operational again. I'll let you know when that is.

(He exits. As he does, he passes the hatch.)

I don't think you'll have any more trouble with your friends down there.

the doctor:

We shall see.

18. The Cyber Tomb.

(The Cybermen are standing in a semi-circle around the cyber controller, who is by the control board.)

controller:

Release - the - Cybermats! We - will - use - the - power - of - Cybernetics.

(The Cybermen go over to two large cupboards set in the wall, open them and take out three Cybermats.)

Activate - them. The - brain - of - this - humanoid - will - be - their - target.

(The cyber controller turns and signals to a Cyberman at the control desk. The latter operates a lever.)

Now... These - Cybermats - are - dormant - through - lack - of - use. Inspect - them!

(The Cybermen pick them up, turn them over and make some adjustments.)

19. The Testing Room.

(klieg is sleeping, kaftan keeping watch by him. She goes over to the Cybergun and examines it. She dislodges a loose piece of metal and the clatter wakes klieg, who sits up.)

klieg:

What's that?

kaftan:

Just me.

(klieg grunts irritably and turns to go back to sleep.)

klieg:

Oh, be quiet!

kaftan:

Sleep later. Look at this.

(klieg raises himself up again.)

klieg:

What is it?

kaftan:

It's one of the weapons they were testing. Look here's the connection.

klieg:

Let me see.

(Sleep forgotten, klieg scrambles to his feet, and goes over to examine the Cybergun.)

Oh yes, you're right. It's a Cybergun! Take a look at that control. See that everything is switched off.

kaftan:

Right.

(She goes over to the control console and looks over it.)

All the sequences show negative.

krieg: Good.

(He feels in a pouch in the side of his clothes and brings out a set of jeweller's tools. He starts to dismantle the weapon.)

Now they will have to listen!

20. The Cyber Tomb.

(The Cybermen have finished making adjustments to the Cybermats. They are aligning them on toberman.)

cyberman: The - Cybermats - are - ready.

controller: Stand - clear!

(The two Cybermen stand well clear of toberman and form the Cybermats into a horseshoe around him.)

Now!

(He pulls a lever. A low whine begins, rising gradually in pitch. The cyber controller selects a control knob near the lever and turns it. The whine rises even higher in pitch and becomes staccato, giving out a Morse code-like series of noises, clearly a control signal. toberman, who is fully conscious, is clearly terrified, his face covered in sweat.)

21. The Testing Room.

(krieg is taking aim with the Cybergun. kaftan moves back nervously as krieg points the gun at a metal panel on the other side of the room. He presses a button. There is a flash, and a curl of smoke rises from a newly formed hole in the target.)

krieg: Excellent! A small X-ray laser.

(He examines the panel in wonder.)

kaftan: What are you going to do now?

krieg: Take command of course, what do you think? With this, I shall be able to deal with those people in there.

(krieg has his back to the panel. He and kaftan do not notice a Cybermat crawling through the burnt hole in the panel.)

kaftan: Never mind about them. The important thing for us is to control the Cybermen.

krieg: Yes I know... but...

kaftan: Isn't it, Eric?

krieg: You haven't been down there, you haven't seen those... vile things.

kaftan: You're not scared are you?

krieg: We have completely underestimated their power.

kaftan: But this time we have the power. At least, you do.

(krieg looks mystified.)

The gun, Eric, the gun. You have the Cybermen's own weapon - this laser - to turn against them. Now they will have to obey. If they refuse, we shall destroy the opening device and seal them up in their tomb for ever. Now do you understand?

krieg: Yes, yes you're right. I am invulnerable with this. I shall be master.

kaftan: Come. Let us deal with these people first.

(Having half heard krieg's last sentence, and because he is not following her, kaftan turns back to him.)

Eric?

(He is talking to himself and does not immediately hear her.)

krieg: Master. The supreme moment of my life. It was logical.

kaftan: Eric, we have work to do.

krieg: Yes, yes - of course, but hardly work - more a pleasure.

kaftan: What?

krieg: A pleasure - to get this on that Doctor and his companions. The others are of no consequence, but he will make a most precise target.

(The antennae on the Cybermat's head twitch.)

22. The Cyber Tomb.

controller: Enough! These - humanoids - are - not -like - us. They - still - have - fear. Place - the - Cybermats - on - the - runway.

(The Cybermen lift the three Cybermats and carry them to a cupboard which reveals a chute leading upwards, just wide enough to take the body of a Cybermat. The first one is placed on the chute.)

Cybermats - will - attack!

23. The Control Room.

(victoria is half asleep. jamie is asleep by the table, along with both the doctor and parry. callum is asleep, sprawled out on the floor, propped up by the hatch. the doctor suddenly wakes. He blinks, stretches and notices victoria. He scrambles to his feet and goes over to join her, yawning as he does so.)

the doctor: I'm on your side, remember. Hey, why didn't you wake me? I should have been on watch half an hour ago.

victoria: I thought you should rest.

the doctor: Why me?

victoria: No reason really.

(She flushes, slightly embarrassed. the doctor's face breaks into a smile.)

the doctor: Oh, I think I know - is it because I'm...?

victoria: Well... if you are 450 years old, you need a great deal of sleep.

the doctor: Well that's very considerate of you Victoria, but... between you and me I'm... I'm really quite lively actually - all things being considered.

(He sits beside her.)

Are you happy with us, Victoria?

victoria: Yes, I am. At least, I would be if my father were here.

the doctor: Yes I know, I know.

victoria: I wonder what he would have thought if he could see me now.

the doctor: You miss him very much, don't you?

victoria: It's only when I close my eyes. I can still see him standing there, before those horrible Dalek creatures came to the house. He was a very kind man. I shall never forget him... never.

the doctor: No, of course you won't, but, you know, the memory of him won't always be a sad one.

victoria: I think it will. You can't understand, being so ancient.

the doctor: Eh?

victoria: I mean old.

the doctor: Oh!

victoria: You probably can't remember your family.

the doctor: Oh yes I can, when I want to. And that's the point really; I have to really *want* to, to bring them back in front of my eyes - the rest of the time they... they sleep in my mind and I forget. And so will you.

(victoria looks doubtful.)

Oh yes, you will. You'll find there's so much else to think about, to remember. Our lives are different to... anybody else's, that's the exciting thing. Nobody in the Universe can do what we're doing... You must get some sleep and let this poor old man stay awake.

(A small hatch slowly opens near the floor and the first Cybermat enters the room. Two more follow and they advance into the room in jerks, towards the table. One goes up to the doctor and brushes his foot. He starts and hurriedly moves his foot out of reach.)

the doctor: Jamie, Victoria, Callum! Wake up! Wake up!

(The others stir and wake.)

jamie: Mmmm... what?

victoria: What is it?

(One of the Cybermats reaches the still sleeping callum and begins crawling up his chest.)

the doctor: Callum. Callum!

(callum starts to wake up.)

victoria: One of those terrible things again!

(callum wakes up and sees the Cybermat on his chest.)

the doctor: Don't... move. Callum, don't move.

(the doctor edges nearer and with one quick movement brushes the Cybermat off callum's shoulder. The Cybermat falls to the ground on its back. It tries to right itself, and eventually does so.)

the doctor: Now get back to the controls all of you. Steady... don't make any sudden movements.

(They back away slowly. the doctor turns to parry.)

Parry, Parry. Wake up, Parry. Wake up. Wake up!

(parry opens his eyes and, with horror, sees the Cybermats.)

Don't panic, come back with us. Steady.

(parry slowly gets to his feet.)

Now we'll all go in the other room and lock them out.

(They back away towards the Recharging Room door. victoria turns and screams. There are three more Cybermats coming out of that door.)

callum: Let's get out of here - the main doors!

(He moves towards them, victoria and jamie close on his heels.)

jamie: No, look!

(Another Cybermat is coming in through the main entrance. They back away to the control board.)

victoria: Oh, Doctor! We're trapped.

(The Cybermats are making a chattering noise. Every so often their antennae move towards other Cybermats. They are communicating with each other.)

the doctor: Back against the controls - everybody.

(They back to the control panel. The Cybermats stop for a moment, undecided which direction their victims have taken. One of them senses the presence of the doctor and parry and starts angrily bleeping. It turns towards them. the doctor sees a length of stout cable running between the two consoles and, in a flash, pulls out a pair of wire clippers.)

Here, give me a hand - quick!

(He cuts the cable loose.)

Lay this down on the ground. Come on.

jamie: Will it hold then, Doctor?

(parry begins to catch on. He lays it down around them. the doctor has jammed the two ends into two sockets on the console.)

the doctor: Come on!

callum: Let's blast the filthy things...

(He fires three times. One of the Cybermats is hit, and turns on its side, slowly dying.)

the doctor: You're wasting your time, there are too many of them. Now, do as I say, come back.

(callum obeys. The Cybermats advance towards the cable, their intermittent humming getting louder. As they approach the cable their movements become erratic. They bump into each other and begin to run around in circles.)

There you are, you see.

parry: What are those creatures?

(The Cybermats are now almost completely out of control. Some have curled up and smoke is issuing from them. Others are still feebly moving around in circles.)

the doctor: Well, they're a... they're a form of... of metallic life. They home on human brain waves and attack.

victoria: Ergh! Are they safe now?

the doctor: Oh yes, quite safe now. The power cable generated an electrical field and confused their tiny metal minds. You might almost say they had a complete metal breakdown.

(jamie groans at the pun.)

jamie: Oh!

the doctor: I'm so sorry, Jamie.

victoria: What about Klieg and Kaftan? They probably attacked them, as well.

parry: The testing room!

the doctor: Now come on! Now, mind your feet.

(As the doctor and the others are about to leave the Control Room, klieg enters. He is holding a gun in his hand.)

klieg: Most ingenious, Doctor! Now let's see what you can do against this.

(klieg raises the gun and fires.)

EPISODE FOUR

1. The Control Room.

(klieg shoots callum, who falls to the ground in agony, clutching his shoulder. parry rushes to help him, but is waved back by klieg.)

klieg: Keep back. Your gun.
parry: You've killed him, you murderer!
klieg: No, he's fortunate, I spared him.
jamie: You mean you missed him.
klieg: Silence! I could have destroyed him if I'd wanted to. Shall I kill them now?
kaftan: No, no, that will not be necessary. I'm sure the Cybermen will have a good use for them. You will make excellent experimental specimens.

(klieg smiles sardonically. the doctor, parry, jamie and victoria are now lined up against the wall. callum groans.)

victoria: Oh let me help him! Please.
(klieg looks at kaftan who nods consent. He goes over to the control panel and begins the hatch opening sequence.)

klieg: No tricks!
the doctor: You still think you can bargain with the Cybermen?
klieg: Certainly, and this time on our terms.

(The grinding noise starts up, and the hatch slowly opens. klieg goes over to the hatch and calls down.)

klieg: I wish to speak to the Controller.
(He raises his voice.)
I wish to speak to the Controller.

2. The Cyber Tomb.

(Some Cybermen are still grouped around the cyber controller. Others are standing by a bench opposite the control panel. The voice of klieg echoes down the passage.)

klieg (oov): I wish to speak to the Controller.
controller: The - humanoids - must - first - be - destroyed. You - will - re-enter - cells - to - conserve - energy.

(The Cybermen start to enter the cells. The cyber controller indicates toberman.)

cyberman: He - is - now - prepared.

controller: Release - him.

(toberman is released and comes forward. He is covered in a loose, white smock.)

3. The Control Room.

klieg: They're coming.

(He turns to the others.)

And now gentlemen, you will see how I shall use the power of the Cybermen.

the doctor: Use, maybe. But you'll never control the Cybermen.

(The cyber controller's head comes through the hatch. kaftan sees him first.)

kaftan: Eric! Behind you!

(klieg wheels round, the Cybergun in his hand.)

klieg: Stop! You know what this can do to you.

(The cyber controller stands still.)

That's better. Now you are under my control. We know you must be revitalised or you will perish. If you agree to my terms, I shall let you survive.

controller: I - will - listen.

(kaftan comes up to klieg and whispers in his ear.)

kaftan: Make them release Toberman.

jamie: If you think that they will listen to you, you're even dafter than I thought.

klieg: Silence! Sit down.

(He turns back to the cyber controller).

First... you release our man.

(The cyber controller turns to face toberman, who has climbed into the room after him. toberman stares hard at him as if receiving a telepathic message and moves forward.)

kaftan: Toberman, it is good that you are back. Watch them.

(toberman nods and turns towards the doctor and the others.)

jamie: Doctor, he seems er...

(the doctor looks up sharply at toberman.)

the doctor: Yes Jamie, yes.
(The cyber controller starts to come forward.)

krieg: Stay where you are. Now... do you agree to accept our plan.

the doctor: Plan?

krieg: The conquest of the Earth.

parry: What! You must be...

krieg: Silence! Your answer?

controller: We - accept. We - will - give - you - some - of - our - power - devices.

krieg: Good. I knew an understanding could be reached. I shall let you be revitalized. To survive, it must be now. Come forward... slowly.

kaftan: Eric, be careful!

krieg: Leave this to me.
(The cyber controller comes forward. Everyone shrinks back. He goes out of the door leading to the Revitalization Room. Just before he leaves he turns towards the group and to toberman. the doctor is very aware of this. parry turns angrily on krieg.)

parry: You are absolutely crazy to trust them.

krieg: You think so. Then perhaps you and your colleagues had better join him. Go on... go on.
(He pushes parry, the doctor and jamie out after the cyber controller. victoria tries to go with them but krieg pulls her back.)

krieg: The girl stays with us.
(the doctor and jamie both protest vehemently.)

If there is any trouble she is our hostage. Close the hatch!
(He addresses toberman, who does not move.)

kaftan: Go on, close it.
(toberman moves behind krieg and folds his arms, his features blank. Irritated by this, kaftan closes the hatch herself.)

4. The Recharging Room.

(The cyber controller is standing before the sarcophagus shape. He tries to climb into the form, but is too weak to make it. the doctor, jamie and parry enter.)

jamie: He's too weak to get in.

the doctor: Quiet, Jamie.
(He motions towards the cyber controller and goes up to him.)

the doctor: You seem to be in trouble.
(The cyber controller turns slowly to the doctor. His voice is slurring and he sounds weak.)

controller: The - energy - levels - are - low. We - will - survive. You - will - help - us.
You - will - help - us.
(His head droops. It is almost pathetic.)

the doctor: Yes, yes, certainly. Jamie, Professor!

jamie: You don't mean to say you're actually going to help them?

parry: Surely not. You can't support these creatures.

the doctor: I think it best. Come on, come along. That's it... up...
(the doctor helps the cyber controller into the form. He stands passively inside.)

controller: You - understand - the - machine?

the doctor: Yes - one moment.
(He walks over to the control panel.)

jamie: Have you taken leave of your senses? Now let's go and help Victoria.

the doctor: In a moment, Jamie. Now are you ready?
(the doctor operates the controls. The lid of the sarcophagus starts to close. The Bio-projectors pulse with light and power, their nozzles swinging towards the form. As it closes, the cyber controller's voice becomes just a slur.)

controller: We - will - survive. We... will... surrrrrr...
(The lid is now fully closed.)

the doctor: Now then. Where would you rather have him, in or out of there?
(He turns back to the control panel and examines it.)

jamie: Oh! I see what you mean.

the doctor: Only we must make sure that he stays in there.

5. The Control Room.

victoria: Do you really believe you can bargain with those terrible Cybermen?

kaftan: That is our concern, not yours.

victoria: I'm talking to him, not you.

krieg: They will have to agree to our plan.

victoria: What about the other weapon?

krieg: What other weapon?

victoria: Well, I saw another one like that in that room over there.

(krieg looks at kaftan.)

krieg: Is that true?

kaftan: I don't know. We'd better make sure.

(She goes towards the door.)

krieg: No wait - that means that any one of them in there could...

kaftan: Yes, you're right, Eric.

krieg: We'd better wait here. If the Cyberman is aroused, we shall be ready for him. Now, stay well clear. Take no chances!

(kaftan nods and goes over to the control panel. toberman impassively comes and stands by krieg.)

6. The Recharging Room.

(The sarcophagus has been secured with two stout cables, and the revitalization process is now in full swing. The Bio-projectors are pulsing, lights are flashing, and smoke is curling up from the massive cables leading to the sarcophagus.)

parry: Keep back - it's smoking.

(The men stand and watch in awe - not knowing what will happen next.)

jamie: I told you we shouldn't have touched it.

parry: Yes. Turn it off. It's out of control!

(parry reaches out, but before he can reach the controls, they turn off by themselves.)

parry: It's taken over!

the doctor: I think not. I think there must be some sort of internal timing mechanism.

(He backs away nervously from the trapped cyber controller.)

Jamie, I hope you made those ropes secure.

jamie: Oh, the King of the Beasties himself could na' get out of that one.

(The sarcophagus begins to vibrate. There is the sound of heavy blows

coming from inside. Cracks appear on the surface. There is a larger crash, plus the sound of rending metal. The gauntleted hand of the cyber controller appears through one of the fractures.)

the doctor: Jamie, remind me to give you a lesson in tying knots sometime.

(The cracks spread. The whole upper lid splits and is flung contemptuously aside. The cyber controller's head is flashing with power. His movements are once again vigorous and powerful. He bears down on the cringing humans. They back against the wall, bowing to his sheer size and force of presence.)

controller: You - will - remain - still.

(A light starts to flash on the control panel and a buzzing noise begins.)

7. The Control Room.

(The buzzing noise continues. toberman's eyes widen. toberman and klieg are standing by the door to the recharging room.)

klieg: Stay here, and watch that door.

(He turns to kaftan.)

At least now we shall have some warning.

(They sit. klieg puts down the Cybergun.)

callum: What do you two hope to gain from all this?

klieg: That does not concern you.

(Without the others realising, toberman is moving behind klieg and kaftan. victoria can see him, but stays silent.)

kaftan: Oh they might as well know, Eric. We are going to build a better world.

callum: Better? Well who for?

(Suddenly klieg realises that toberman is standing behind him.)

klieg: I told you to watch that door.

(toberman raises his arm and, as he does so, his sleeve falls back to reveal a Cyberman's arm. He chops klieg with a single blow. kaftan screams and toberman turns towards her, confused by her voice. The door opens and the cyber controller enters followed by the doctor, parry and jamie. The cyber controller picks up the Cybergun. He turns to toberman.)

jamie: Victoria!

controller: You - have - done - well.

(victoria runs to jamie and the doctor.)

kaftan: Toberman!

(toberman looks at her, confused.)

controller: Silence! He - is - now - under - our - control. Open - the - tombs.

kaftan: No! You have broken your promise.

controller: Cybermen - do - not - promise. Such - ideas - have - no - value. Open!

kaftan: No!

(The cyber controller comes over to the control panel. kaftan backs away from him. He activates the opening controls. The gears start to grind the hatch open, and he turns away. kaftan quickly darts in and operates the closing controls. The hatch starts to close again. She takes callum's gun from her belt. The cyber controller, realising what she has done, advances towards her. kaftan fires at him, but the bullets have no effect.)

controller: That - gun - will - not - harm - me.

(kaftan fires again. The cyber controller raises his gun and shoots kaftan. She falls to the ground, her body smouldering. victoria screams. toberman puts his hand to his head and takes a step towards her. He is confused and examines his hand in awe. The cyber controller goes to the control panel and re-activates the opening controls. the doctor steps to toberman's side.)

the doctor: Look what they've done. You are not like them. You're a man like us, you must help us.

(The cyber controller passes them on his way to the hatch.)

He has killed Kaftan - you must help us.

(The cyber controller reaches the hatch and calls down into it.)

controller: You - will - report - to - the - surface.

(toberman looks from the doctor to the cyber controller. He is confused. His arm jerks forwards, he is still uncertain of his power. He starts forward. The cyber controller is still looking down the hatch, waiting for the other Cybermen. toberman advances, striking the weapon from the cyber controller's hand. jamie picks it up. The cyber controller swings with his arm, narrowly missing toberman. The tremendous power of the blow completely shatters the control panel. toberman roars in rage and strikes the cyber controller again. This time he is damaged by the force of the blow, and smoke starts to rise from his chest. The cyber controller's movements become jerky. With another roar, toberman moves in for the kill. He bends down, picks up the cyber controller and flings him against another control panel. the doctor and the others watch in the background, unable to help. The cyber controller is lying against the broken control panel, apparently dead. Smoke still curls up from his body. toberman comes and stands over him looking down with grim triumph. the doctor suddenly

looks over to the hatch as another Cyberman starts to appear through it.)

the doctor: Jamie, the hatch... The gun Jamie!

(jamie runs across to the hatch, firing the Cybergun. The Cyberman stands in the hatch, smoke pouring from its mouth. It jerks and hangs limply over the edge of the opening. jamie runs forward and tips it back down the ladder. There is a distant crashing noise, metal on metal, as the Cyberman hits the floor of the tomb.)

jamie: There's another one, Doctor!

(He shoots again down the hatchway. There is the sound of another Cyberman crashing to the floor far beneath, then silence.)

the doctor: Are there any more?

jamie: No, it's gone quiet. I'll close the hatch.

the doctor: No, wait a minute. I'd better go down there.

victoria: Oh no, no, not again!

the doctor: It's the only way to make sure.

jamie: Then I'll go with you.

the doctor: No wait... you stay and look after Victoria. I'll take somebody else.

(He walks over to toberman.)

the doctor: Toberman. You see what these creatures have done to you. They've tried to make you like them, do you understand?

(toberman studies the doctor's face.)

They've tried to make you their slave... they just want to use you.

(toberman turns away to look at kaftan.)

They are evil. Think of Kaftan.

toberman: Evil!

(He clenches his fists. jamie, victoria and parry are all standing round the doctor now. Behind them, unseen, klieg slowly rises to a sitting position. He looks round listening to their conversation. toberman's attention is wandering.)

the doctor: They must be destroyed, do you see? Evil must be destroyed. Now come.

(toberman nods and raises one of his powerful fists in anger.)

toberman: Destroyed.

(the doctor flinches slightly, then leads toberman by the arm.)

the doctor: Come on... come on.

(toberman hesitates. He turns. klieg lies down again pretending to be unconscious. the doctor goes to the hatch and climbs down, followed by toberman.)

parry: Good luck.

the doctor: Thank you.

(jamie runs to the Cybergun and picks it up. He goes over to the hatch and calls down.)

jamie: Doctor, the gun!

the doctor: I shan't need that.

(He disappears from view.)

jamie: He should've taken it.

(callum groans in pain.)

victoria: Oh poor Mr. Callum. How are you feeling?

callum: I can't move my arm..

(jamie goes over to join them. As soon as their backs are turned, klieg rises, seizes the Cybergun and quietly slips down the hatchway.)

8. The Cyber Tomb.

(The Cybermen are in their cells. They are quite still, and their heads are bowed, but the membranes are not in position. The first signs of electric pulsing can be heard.)

the doctor: Move quietly. They're all dormant, see.

(toberman walks over to the conversion unit. He glares angrily at the apparatus, and strikes it with a tremendous blow. Part of it shatters.)

toberman: Evil!

the doctor: No, quietly! They're only asleep. They're not frozen yet. Now... you watch them. I have things to do.

(He goes over to the controls and studies them.)

Now let me see, yes...

(the doctor operates a switch, and a humming noise starts immediately. klieg enters unseen by either of them.)

klieg: The cryostat, you're freezing them!

the doctor: Klieg!

(the doctor moves towards klieg. klieg raises the Cybergun. He switches off

the cryostat.)

the doctor: No, no. You'll wake them up.

krieg: That is exactly my intention. You still don't understand, do you? Their Controller is dead, now I shall control them. They will do what I say.

(His voice rings out in the tomb and one of the Cybermen stirs.)

krieg: You see, Doctor. Yours is the privilege to witness for the first time the union between mass power and my absolute intelligence.

(krieg looks round at the doctor and catches him trying to signal towards the doorway. As krieg turns, jamie darts out of sight.)

Who is that... Come out.

(There is no response. krieg turns his gun on the doctor.)

Come out or I shall kill this man.

(jamie comes out into the tomb.)

Oh it's you! Over to that wall all of you. All of you! Now.

the doctor: Yes, as you say, such a combination between intelligence and power would make you formidable indeed. Why, you could be Commander of the Universe with your brilliance. It... it makes the imagination reel with the possibilities.

krieg: Why Doctor, if I had only known that you shared my imagination, you might even have worked for me.

the doctor: Perhaps it's not too late.

jamie: Doctor!

the doctor: No Jamie, don't you see? Don't you see what this is going to mean to all the people who come to serve Krieg the all-powerful? Why, no country, no person, would dare to have a single thought that was not your own. Eric Krieg's own conception of the other way of life.

(The Cybermen's recovery is accelerating.)

krieg: Brilliant! Yes, yes, you're right. Master of the World!

the doctor: Well, now I know you're mad. I just wanted to make sure.

(krieg reacts as if he has been struck in the face. He jerks his gun at the doctor.)

9. The Control Room.

(victoria and parry are listening nervously at the hatch. hopper enters.)

hopper: Well, the fuel system's O.K. We can blast off any time.

victoria: Sshhh!

parry: Oh, right.

hopper: Hey, what gives - where is everybody?

parry: Down there. And so are Klieg and the Cybermen.

hopper: Well, I hope they know what they're doing. I've been down there once and I don't reckon to go again.

victoria: That's all right Captain. It's comforting to know that we have your superior strength to call on, should we need it.

10. The Cyber Tomb.

klieg: And so, you have forfeited your right to survival. I shall make an example of you to all who question my intelligence and the supreme power of the Cybermen.

the doctor: You know I've heard this all before somewhere.

jamie: Hey, you know your trouble? You talk too much.

klieg: Oh, you're stupid. You still think that your puny minds can survive against us. You are decadent. Weak. Do you know that? Weak!

the doctor: All right, go ahead. Kill us!

klieg: No... I have a better idea, a much better idea. I shall leave you to the Cybermen. I am sure they will have some use for you... or parts of you.

(He laughs maniacally.)

Aaargh!

(A Cyberman's arm whips around klieg and he is thrown to the ground, instantly dead. The Cyberman goes over to the control board. jamie, toberman and the doctor advance towards him. The Cyberman turns and faces them, raising both arms in attack. toberman struggles with the Cyberman. the doctor rushes over to the controls. jamie joins him.)

the doctor: Quick. Jamie! These two levers - together!

jamie: I can't shift this one.

the doctor: What? You've got to trip that first.

(Together, they slowly turn the wheel. toberman and the Cyberman struggle free from each other for a brief moment. Then they lock together, in a trial of strength. Slowly but surely, the Cyberman begins to gain the upper hand. Then suddenly toberman rips open the Cyberman's chest unit. Foam begins to gush from it. the doctor and jamie watch as the Cyberman slowly dies. toberman walks between the doctor and jamie, then goes off down the passageway. the doctor notices out of the corner of his eye that the tombs

are beginning to freeze again.)

the doctor: Last time they were frozen for five centuries. This time it must be forever!
(He looks over the controls and makes sure of each one individually.)

11. The Control Room.

(parry is at the hatch. toberman, hopper and victoria are standing by the hatch as the doctor and jamie emerge.)

victoria: Oh, Doctor!

the doctor: Here we are Victoria, safe and sound. Close the hatch.

jamie: All right.

(parry operates the controls and the hatch begins to close.)

There we are.

the doctor: Now then. Now the best thing about a machine that makes sense - you can very easily make it turn out nonsense. There we are. Now, I think you had better all go outside.

parry: Why? What are you going to do Doctor?

the doctor: I'm going to re-electrify the main doors - only this time, I am going to include the hatch and the control panel. Anyone touching any of them will get a considerable shock - in fact a fatal one.

parry: I see.

the doctor: Now, everyone outside. And please take him with you.

(He indicates parry.)

I shall be glad to see him outside.

victoria: Jamie?

jamie: No, I'll stay with the Doctor.

victoria: Oh all right.

(As they leave, the cyber controller stirs and turns his head slightly.)

the doctor: There we are, that's done.

(Behind them the cyber controller rises shakily to his feet.)

Now we just have to close the main doors and the circuit is complete.

jamie: Och, thank goodness for that.

(He turns and sees the cyber controller blocking their way.)

Doctor! Doctor!

(The cyber controller takes a step forward, swaying slightly.)

the doctor:

Jamie... you go that way, I'll go this way. At least one of us will have a chance. When I say run... run!

(They start to circle the cyber controller who looks round from one to the other.)

Run!

(They both run past him. He tries to catch first one, then the other, but he is moving too slowly, and they easily elude him. They run out of the doors.)

12. The Tomb Entrance.

(the doctor and jamie come out hurriedly and start swinging the huge doors closed.)

the doctor:

Quickly!

(The door starts to shut.)

Wait. Stop! We'll get a shock. We must find something to insulate. I know, that shoring timber over there. Hurry up... hurry up... he's coming.

(jamie brings some timber back to the doctor and each seize a piece and start to push the doors closed.)

13. The Control Room.

(The cyber controller slowly lurches up to the doors which are now nearly closed. He puts one huge hand on each door and exerts his strength. The doors stop closing.)

14. The Tomb Entrance.

(the doctor and jamie are exerting all their strength, but the doors are slowly being pushed open again.)

the doctor:

Oh, quickly... we must keep him inside, else all our work will be wasted.

jamie:

I can't hold mine. Come on.

the doctor:

You must do!

(The doors continue to move outwards. the doctor and jamie are pushed backwards and away. The cyber controller is halfway through the doors. Suddenly another pair of hands join in - toberman's.)

jamie:

Toberman!

controller: We - must - survive. We - must - survive.
toberman: You are evil.
the doctor: Toberman, come away.
jamie: Careful - you'll get killed man.
toberman: They shall never pass Toberman. The doors... close!

15. The Control Room

(The doors close with a large flash. The cyber controller falls back, smoke gushing from his chest.)

16. The Tomb Entrance.

(the doctor, jamie and parry look back in horror. toberman is spread-eagled against the outside of the doors. He slowly slides down to the ground.)

parry: How terrible - another life gone.
hopper: Come on Professor - blast off in nine minutes. Well, anybody coming along for the ride?
victoria: We have our own... flying machine.
hopper: Flying machine?
victoria: At least it works.
hopper: Oh, let's go.
parry: Right.
(He turns to the doctor and his friends.)
Well, goodbye Doctor.
the doctor: Goodbye.
parry: I'm sorry it had to end...
the doctor: I know... I know.
(parry moves off into the distance.)
the doctor: Goodbye.
jamie: Now that really is the end of the Cybermen, isn't it?
the doctor: Yes Jamie. On the other hand... I never like to make predictions. Come along!
(As they walk away, we see a Cybermat on the ground, slowly moving...)